PVA Agent

XML API Reference

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CHAPTER 1

Preface

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About This Guide

This guide is a complete Parallels Agent XML API reference. The XML API consists of interfaces to the Parallels Virtuozzo Containers, Parallels Cloud Server, Parallels Server Bare Metal, and Parallels Server for Mac management functions. An interface provides calls (similar to functions or methods in traditional programming languages) that allow to interact with the Virtuozzo Containers software, Parallels Cloud Server, Parallels Server Bare Metal, and Parallels Server for Mac on the server side. Using the XML API, you can build reliable tools for remote management and monitoring of the physical servers and virtual environments.

Who Should Read This Guide

This guide is intended for the developers who are writing their own Parallels Agent applications using XML API. This guide should also be used by the developers using Parallels Agent SOAP API. The proxy classes that you will generate using Parallels Agent WSDL specifications will have the same basic structure as the interfaces and calls described in this guide. By examining an XML API documentation, you can get a clear understanding of how to use a corresponding method of a proxy class in your SOAP-based application.

Organization of This Guide

This guide is organized into the following chapters:

Chapter 1, Preface. Provides information about this guide.

Chapter 2, Reference Format. Explains how to use the specifications presented in this guide.

Chapter 3, Agent Messages. Provides a description of the Parallels Agent XML message structure.

Chapter 4, Base Types and Interfaces. Describes the base data types and interfaces. The chapter is divided into sections. The **Common Types** section (p. 26) describes the base data types that are used throughout the API. The **Interfaces** section (p. 72) describes the base interfaces and the available API calls. Each API call documentation consists of the XML request and response specifications, the description of the parameters, and one or more XML code samples.

Chapter 5, Virtuozzo Containers Types and Interfaces. This chapter is organized similarly to the **Base Types and Interfaces** chapter but describes the types and interfaces that are specific to the Virtuozzo Containers management only. Some of these interfaces and types are derived from the base interfaces and types. If a call is not overridden in the derived interface, it will be documented in the base interface only. However, the Virtuozzo Containers specifics will still be documented and the appropriate examples will be provided.

Chapter 5, Parallels Server Types and Interfaces. This chapter describes the types and interfaces that are specific to the Parallels Server virtual machiens management only. Some of these interfaces and types are derived from the base interfaces and types.

Appendix A: Performance Counters. Provides a complete list of the available performance classes and counters which are used for performance monitoring.

Appendix B: States and Transitions. Provides a complete list of the available server states and transitions.

Appendix C: Error Codes. Provides a complete list of the Parallels Agent error codes, grouped by the interface or the category to which they apply.

How to Use This Guide

You don't have to read the entire XML reference guide from cover to cover, but you should read at least the **Preface** chapter (you are reading it now), the **Reference Format** chapter, and the **Agent Messages** chapter. The information provided in these chapters is essential to understanding the rest of the reference material. To get a better understanding of Parallels Agent and to learn how to write your own client programs using the provided API, you should also read the **Parallels Agent Programmer's Guide** which is a companion book to this one.

Each XML API interface provides calls to perform operations of a particular type. For example, the `vzaenvm` interface (p. 633) allows you to manage Virtuozzo Containers, the `perf_mon` interface (p. 389) allows you to monitor the performance of a Virtuozzo Container or the Hardware Node, etc. In this respect, the interfaces in the Agent XML API are similar to classes in traditional OOP languages, and the calls are similar to methods. The names of the interfaces are abbreviations based on the name of the functionality that they provide. For example, `vzaenvm` and `vzpenvm` stands for Virtuozzo Containers and Parallels virtual machine management, respectively; `perf_mon` stands for Performance Monitoring, etc. To find the specifications for a particular operation, browse the **Interfaces** sections of the **Base Types and Interfaces** chapter or the **Virtuozzo Containers Types and Interfaces** and **Parallels Server Types and Interfaces** chapter. Find the interface that interests you and read the introductory section which gives a brief description about the functionality that the interface provides. After that, proceed to the **Calls** subsection which lists the available calls that the interface provides. Select the call that interests you and proceed to the subsection describing it. In the subsection, you will find the request specifications, the response specifications, the description of the call, and an XML code sample. This should provide you with enough information to use the call in your client application to perform the desired operation. You may also search the guide using keywords.

Documentation Conventions

Before you start using this guide, it is important to understand the documentation conventions used in it.

Formatting conventions used in this guide:

Font	Meaning	Example
Special Bold	Selectable entities such as menu options, buttons, or list items.	Go to the **Resources** tab.
	Titles of chapters, sections and subsections.	Read the **Basic Administration** chapter.

Italics	Important points, terms, guide titles, command variables.	These are the so-called *EZ templates*. To destroy a Container, type `vzctl destroy` *`CT_ID`*.
`Monospace`	Names of commands, files, and directories.	Use `vzctl start` to start a Container.
`Preformatted`	On-screen console output in command line sessions, source code.	`Saves parameters for Container 101`
`Preformatted Bold`	What you type as contrasted with on-screen console output.	**`# rpm -V virtuozzo-release`**
Key+Key	Key combinations.	Ctrl+P, Alt+F4

Besides the formatting conventions, you should also know about the common document structure shared by all guides for Parallels products: chapters consist of sections, which, in turn, consist of subsections. For example, **About This Guide** is a section, and **Documentation Conventions** is a subsection.

Typographical Conventions

The following kinds of formatting in the text identify special information.

Formatting convention	**Type of Information**	**Example**
Triangular Bullet(➢)	Step-by-step procedures. You can follow the instructions below to complete a specific task.	*To create a Container:*
Special Bold	Items you must select, such as menu options, command buttons, or items in a list.	Go to the **Resources** tab.
	Titles of chapters, sections, and subsections.	Read the **Basic Administration** chapter.

Italics	Used to emphasize the importance of a point, to introduce a term or to designate a command line placeholder, which is to be replaced with a real name or value.	These are the so-called *EZ templates*. To destroy a Conainer, type `vzctl destroy` *`ctid`*.
`Monospace`	The names of commands, files, and directories.	Use `vzctl start` to start a Container.
`Preformatted`	On-screen computer output in your command-line sessions; source code in XML, C++, or other programming languages.	`Saved parameters for Container 101`
`Monospace Bold`	What you type, contrasted with on-screen computer output.	**`# rpm -V virtuozzo-release`**
CAPITALS	Names of keys on the keyboard.	SHIFT, CTRL, ALT
KEY+KEY	Key combinations for which the user must press and hold down one key and then press another.	CTRL+P, ALT+F4

Shell Prompts in Command Examples

Command line examples throughout this guide presume that you are using the Bourne-again shell (bash). Whenever a command can be run as a regular user, we will display it with a dollar sign prompt. When a command is meant to be run as root, we will display it with a hash mark prompt:

Bourne-again shell prompt	$
Bourne-again shell root prompt	#

General Conventions

Be aware of the following conventions used in this book.

- Chapters in this guide are divided into sections, which, in turn, are subdivided into subsections. For example, **Documentation Conventions** is a section, and **General Conventions** is a subsection.
- When following steps or using examples, be sure to type double-quotes ("), left single-quotes (`), and right single-quotes (') exactly as shown.
- The key referred to as RETURN is labeled ENTER on some keyboards.

The root path usually includes the `/bin`, `/sbin`, `/usr/bin` and `/usr/sbin` directories, so the steps in this book show the commands in these directories without absolute path names. Steps that use commands in other, less common, directories show the absolute paths in the examples.

Feedback

If you want to report typos, share comments, suggestions or ideas on improving this guide, please use the Parallels documentation feedback page (http://www.parallels.com/en/support/usersdoc/).

CHAPTER 2

Reference Format

This chapter explains how to use the specifications presented in this guide.

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XML Message Specifications

The XML message specifications in this guide are described using tables, similar to the following example:

Name	Min/Max	Type	Description
`login`			
`{`			
`name`	`0..1`	`base64Binary`	User name.
`domain`	`0..1`	`base64Binary`	Domain.
`realm`	`1..1`	`guid_type`	Realm ID.
`password`	`0..1`	`base64Binary`	User password.
`expiration`	`0..1`	`int`	Custom timeout value.
`}`			

The information in a table is based on a corresponding XML Schema and describes the format of a request or response message, or the format of a data type.

Each row in a table represents an XML element. The elements are displayed in the order they are defined in the XML Schema.

The definitions for the table columns are as follows:

Name. Specifies an XML element name. The curly brackets represent the standard XML Schema `xs:sequence` element. This means that the elements inside the brackets are the child elements of the element that precedes the opening bracket. In our example, the `name`, `domain`, `realm`, `password`, and `expiration` elements are children of the `login` element. The following is a sample XML code, built according to this specification:

```
<login>
  <name>bXluYW1l</name>
  <domain>bXlkb21haW4=</domain>
  <realm>bXlyZWFsbQ==</realm>
  <password>bXlwYXNz</password>
  <expiration>1000</expiration>
</login>
```

In addition, we use square brackets to represent the standard XML Schema `xs:choice` element, as shown in the following example:

Name	Min/Max	Type	Description
`status`			Device status,
`[`			*Denotes a choice between the <up> and the <down> elements.*
`up`	`1..1`	`none`	Enabled.

down	1..1	none	Disabled.
]			

This means that the elements inside the brackets are the child elements of the element that precedes the opening bracket but the elements are mutually exclusive -- only one of them can be present in the request.

Min/Max. Specifies the cardinality of an element (the number of its minimum and maximum occurrences) in the following format:

`minOccurs..maxOccurs`

- `0` in the first position indicates that the element is optional.
- `1` in the first position indicates that the element is mandatory and must occur at least once.
- A number in the second position indicates the maximum number of occurrences.
- The `[]` (square brackets) in the second position indicate that the number of the element occurrences is unbounded, meaning that the element may occur as many times as necessary in the same XML document at the specified position.

The following examples demonstrate how an element cardinality may be specified:

- `0..1` The element is optional and may occur only once if included in the document.
- `1..1` The element is mandatory. One, and only one, occurrence is expected in the document.
- `0..[]` The element is optional but may occur an unlimited number of times if needed.
- `1..[]` The element is mandatory. At least one occurrence is expected but the element may occur an unlimited number of times if needed.

Type. Specifies the element type. The following element types are used in the schema:

- Standard simple types: `int, string, base64Binary,` etc.
- Custom simple types. These types are usually derived from standard simple types with additional restrictions imposed on them.
- Custom complex types.

Description. The description column contains the element description and provides information about its usage.

Let's now use the schema example from the beginning of this section and build the Agent request message from it. We already built the message body from it earlier. To make it a fully qualified Agent request message, we must also add the interface name to it and the message header. The following example is a complete Agent message that can be sent to the Agent and be processed by it:

```
<?xml version="1.0" encoding="utf-8"?>
<packet xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types" version="4.0.0" id="2">
<data>
<system>
```

```
<login xsi:type="ns2:auth_nameType">
<name>QWRtaW5pc3RyYXRvcg==</name>
<realm>00000000-0000-0000-0000-000000000000</realm>
<password>MXEydzNl</password>
</login>
</system>
</data>
</packet>
```

XML Code Samples

Most of the XML API call descriptions have one or more XML code samples. The samples are provided at the end of the section describing a call. You may copy an entire example and paste it into your program to quick-test the call. More than one samples may be provided for calls where different invocation scenarios must be considered. Please note that some values used in the samples may not be suitable for your particular situation and must be substituted with the values appropriate to your setup. The following is a typical XML code sample:

Example:

Retrieving Parallels Agent version number.

Input

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <get_version/>
    </system>
  </data>
</packet>
```

Output

```
<packet id="2c446af2aet18be" time="2006-05-17T09:54:00+0000" priority="0"
version="4.0.0">
  <session>vzl.30100.ba7be334-4804-4494-a9c8-15149a0438a5.8c446ae612t2cd6</session>
  <target>vzclient4</target>
  <dst>
    <director>gend</director>
  </dst>
  <data>
    <system>
      <version>pvaagent-4.0.0</version>
    </system>
  </data>
  <src>
    <director>gend</director>
  </src>
</packet>
```

The **Input** section contains a complete XML response message built according to the schema definition.

The **Output** section contains the actual response message received from Agent.

Note: Some of the elements and attributes common to all response messages will be omitted from the **Output** examples for brevity. These attributes and elements may include `time, priority` from the `<packet>` element, and `<session>`, `<target>`, `<dst>`, `<src>` from the message header, and possibly some other elements and attributes that are not essential to a particular example. The `<data>` element containing the output data will be included in its entirety, unless noted otherwise in the example itself.

CHAPTER 3

Agent Messages

In order to build XML messages correctly and to take full advantage of the available options, it is important to understand the basic building blocks of a message. This section describes how an Agent message is organized, and provides the necessary specifications and examples.

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Message Header

The two main sections of any Agent XML message is the *header* and the *body*. The header provides message routing and control information. The body of the message contains the actual request (or response) parameters and data. The `packet` element is the root element of every message. Both the header and the body of a message reside within the same parent `packet` element.

The following table contains the Agent message header specification, as defined in XML Schema.

Message header specification:

Name	Min..Max	Type	Description
`packet`			The root element of an Agent XML message.
`{`			
`cookie`	`0..1`	`string`	User-defined information describing the message, or any other type of information. The data specified here remains unchanged during the request/response operation, i.e. if you put some data into this element in the request message, the response message will contain the same data.
`target`	`0..[]`	`string`	In request messages, this element must contain the name of the operator to which the request should be sent for processing. **Note:** When using the `system` operator, do not include the `target` element. The `system` operator is the only exception. All other operators require this element. The name of the operator is always the same as the name of the corresponding interface that you are using. For example, if you are using a call from the `vzaenvm` interface, the name of the target operator is also `vzaenvm`. Multiple targets may be specified if you are including multiple calls in a single request. In response messages, this element contains the name of the client that originated the request (the value is generated and used internally by Agent).
`origin`	`0..1`	`string`	The name of the operator that generated the response. Included in response messages only.

src	0..1	routeType	The source routing information. This field is automatically populated by the director on the server side when a message is routed from the corresponding operator to it. The same information is also duplicated in the `dst` element (described below) when a response is generated and is sent back to the client.
{			
director	0..1	string	The name of the director to which the target operator belongs.
host	0..1	string	The Agent host ID. Used by Agent to determine the host address. Should be either contained in the Agent configuration (global mapping) or be a result of exclusive connect.
index	0..1	string	For on-demand operators, specifies a particular target.
target	0..1	string	Contains the origin information when a packet is sent remotely.
}			
dst		routeType	The destination routing information. In request messages, use this structure to specify the server to which you want to forward the request. For example, if you are sending a request to the Agent on the host server but would like the request to be processed inside a virtual environments, specify the EID for the virtual environment using the `dst/host` parameter. In the response messages, this information is automatically populated by the director on the server side.
{			
director	0..1	string	The name of the director to which the target operator belongs. Populated automatically by the director.
host	0..1	string	Destination server EID. When using the message forwarding feature, it is used for specifying the ID of the target server.
index	0..1	string	For on-demand operators, specifies a particular target. Populated automatically by the director.
target	0..1	string	Contains the origin information when a packet is sent remotely. Populated automatically by Agent.
}			

`session`		`string`	Session ID. In the request messages, this field is used to specify the session that should be used to process the request. In the response messages, the ID indicates the session that was used to process the request. The session ID is obtained from the response message of the `system/login` (p. 606) API call after a successful login.
}			

The `packet` element may optionally contain attributes described in the following table.

Attributes of the <packet> element:

Attribute	Type	Description
`version`	`string`	Parallels Agent protocol version number. The current protocol version number is 4.0.0. The older 3.0.3 protocol is also supported in Virtuozzo Containers 4.0.
`id`	`string`	Packet ID. If included in a request message, the response will contain the same ID. This allows the response to be correlated with the original request. The attribute must also be included if you want to be notified in case of the request timeout, or if the packet was dropped on the server side for any reason. As a rule of thumb, you should always include this element in all of your outgoing packets. The value should normally be a string containing an integer value, but it can also contain other characters if needed.

`priority`	`string`	Specifies the packet priority in the message queue. The lower the number, the higher the queue priority level for the packet, the sooner it is selected from the queue to run.The default value is 0 (zero). Packets are placed into queue priority pools defined by priority value intervals: • -10000 or smaller — emergency messages. • -10000 to -2000 — urgent messages. • -2000 to 2000 — normal messages. • 2000 or greater — heavy messages (tasks that take a long time to complete, such as a backup operation). Each priority pool has a timeout value associated with it. Therefore, by specifying the queue priority for a packet, you are also specifying the timeout value for it.
`time`	`datetime_type`	The time when the packet was sent; in the ISO-8601 format: (e.g. "2007-02-04T08:55:51+0000").
`progress`	`string`	Use this attribute to enable the progress reporting for long operations if you would like to receive intermediate results and to keep track of the request processing. Please note that not all operations actually generate progress reports. The possible values are: `on` -- the progress reporting is on. `off` (default if the attribute is omitted) -- the progress reporting is off. When you turn the progress reporting on, you must also include the `id` attribute (above) specifying the message ID.
`log`	`string`	When present, the automatic progress reporting is logged for the operations supporting it. Switch this to “on” if you're planning to start an operation and disconnect from Agent before the operation is completed. By doing so, you'll be able to reconnect later and check the log files for the results of your operation. The requests marked as *Logged Operation* in the XML API Reference support this feature. Possible values are: `on` -- the logging is turned on. `off` (default) -- the logging is off.

type	int	*** INTERNAL *** Bit field for the internal type of the message. #define UNFINISHED 0x00000001 #define RESPONSE 0x00000002 #define RESCHEDULE 0x00000004 #define TIMEOUT 0x00000008
timeout	int	The timeout value which will be used for handling this request. The value can be specified in the incoming packet or it can be sent back from the operator, notifying the director about the time it is going to handle it. The value is set in seconds.
timeout_limit	int	*** INTERNAL *** Timeout limit for message processing. Used by an operator in determining the validity of its timeout.
uid	int	*** INTERNAL *** UID of the user sending this packet.

Example:

The following is an example of an Agent message header, built according to the specifications above. In a real message, the values of the XML elements would be substituted with the appropriate names, IDs, etc.

```
<packet version="4.0.0" id="500">
  <cookie>I'm a cookie holding some text</cookie>
  <target>operator_name</target>
  <dst>
    Hosttarget_server_EID</host>
  </dst>
  <session>session_id</session>
</packet>
```

Message Body

Message body contains the actual request or response parameters and data. The `data` element is the root element of the message body tree. It is followed by the name of the interface that you would like to use, the name of the call, and the call parameters.

Note: There must be one and only one `data` element in any given message.

The request message:

The following XML code example is a complete Agent request message. As you already know, the `packet` element is the root element of every Agent message. The `target` element specifies the name of the target operator. The message body begins with the `data` element. The `envm` element specifies the name of the interface. The available interfaces are documented in the **Parallels Agent XML API Reference** documentation. The `get_info` element is the name of the call. The `config` element specifies that the information about the host configuration is requested.

```
<packet version="4.0.0" id="2">
  <target>envm</target>
  <data>
    <envm>
      <get_info>
        <config/>
      </get_info>
    </envm>
  </data>
</packet>
```

The response message:

The following example demonstrates a complete response message. The body of the message begins with the `data` element which is followed by the name of the interface that was used in the corresponding request message, and the return parameters.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/envm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="ac49b7e2c8t6784r580" time="2009-03-11T16:09:33+0000">
<ns1:origin>envm</ns1:origin>
<ns1:target>vzclient4-b1e6bc1e-4231-b541-819a-191cd7fec5fb</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:envm>
        <ns2:env xsi:type="ns3:envType">
            <ns3:parent_eid>00000000-0000-0000-0000-000000000000</ns3:parent_eid>
            <ns3:eid>b1e6bc1e-4231-b541-819a-191cd7fec5fb</ns3:eid>
            <ns3:status xsi:type="ns3:env_statusType">
                <ns3:state>6</ns3:state>
            </ns3:status>
```

```
            <ns3:alert>0</ns3:alert>
            <ns3:config xsi:type="ns3:env_configType">
                <ns3:name>mccp40.qa.sw.ru</ns3:name>
                <ns3:hostname>mccp40.qa.sw.ru</ns3:hostname>
                <ns3:address>
                    <ns3:ip>10.27.1.174</ns3:ip>
                </ns3:address>
                <ns3:address>
                    <ns3:ip>10.37.130.2</ns3:ip>
                </ns3:address>
                <ns3:address>
                    <ns3:ip>10.37.131.2</ns3:ip>
                </ns3:address>
                <ns3:architecture>x86_64</ns3:architecture>
                <ns3:os xsi:type="ns3:osType">
                    <ns3:platform>Linux</ns3:platform>
                    <ns3:kernel>2.6.18-028stab061.6</ns3:kernel>
                    <ns3:name>Parallels Server Bare Metal 5.0</ns3:name>
                </ns3:os>
                <ns3:type>generic</ns3:type>
                <ns3:nameserver>10.27.0.1</ns3:nameserver>
                <ns3:child_type>parallels</ns3:child_type>
                <ns3:child_type>virtuozzo</ns3:child_type>
            </ns3:config>
            <ns3:virtual_config xsi:type="ns3:venv_configType"/>
        </ns2:env>
    </ns2:envm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

The body of a response message may, in general, contain one of the following types of information:

- The actual information requested, as shown in the example above.
- The `<OK/>` element if the call doesn't return any data by definition. The `<OK/>` means that the operation completed successfully.
- An error information, in case of a failure.

A complete XML Schema specification exists for every possible response of every Agent XML API call, and is described in the corresponding section of the **Parallels Agent XML API Reference** guide**.**

CHAPTER 4

Base Types and Interfaces

This chapter describes the base XML API types and interfaces. They can be used to perform operations on physical servers (Hardware Nodes),virtual machines, and Virtuozzo Containers. In addition, the **Virtuozzo Containers Types and Interfaces** chapter (p. 620) contains specifications of the types and interfaces that are specific to the Virtuozzo Containers only; the **Parallels Server Types and Interfaces** chapter (p. 694) contains specifications of the types and interfaces that are specific to virtual machines only.

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Common Types

This chapter describes the common data types. There are three main categories of common types:

- Primitive Types are the most basic data types. These are built-in types, which are defined in the W3C XML Schema Data Types specification.
- Simple Types are custom types that are usually derived from primitive types with additional restrictions imposed on them.
- Complex Types are custom types that can contain attributes and elements.

Each category is described in detail in the following sections.

Primitive Types

Primitive types are the basic building blocks of an XML Schema. The following table describes the most common primitive types used in the Agent XML Schema.

Name	Description
`boolean`	Boolean type. Legal values for boolean are `true`, `false`, `1` (which indicates true), and `0` (which indicates false).
`int`	A signed 32-bit integer.
`long`	A signed 64-bit integer
`double`	A 64-bit floating point.
`string`	A string. Note that unlike char arrays in C, XML strings are NOT null-terminated.
`base64Binary`	Base64-encoded binary data.

Simple Types

Simple types are custom types that can contain a value but cannot contain attributes or elements. Most of the custom simple types have restrictions added to them in order to limit their content. A restriction can limit the type to a specific primitive data type, it can also define a list of enumerated values, or it can define a string pattern that the value must adhere to.

datetime_type

Summary:

Holds a datetime value.

Type specification:

`datetime_type` is derived from `string`

The type complies with ISO-8601, the International Standard for the representation of dates and times. The format is as follows.

`YYYY-MM-DDThh:mm:ssZ`

where:

`YYYY` -- four-digit year.

`MM` -- two-digit month (01 = January, etc.).

`DD` -- two-digit day of month (01 through 31).

The letter `T` in `DDThh` must literally be present to indicate the beginning of the time element.

`hh` -- two digits of hour (00 through 23, am/pm is NOT allowed).

`mm` -- two digits of minute (00 through 59).

`ss` -- two digits of second (00 through 59).

`Z` -- GMT/UTC offset (+hhmm or -hhmm).

Example:

2006-05-28T19:05:30-0500 corresponds to May 28, 2006, 19:05:30 (or 7:05:30 pm), US Eastern Standard Time.

eid_type

Summary:

Holds a Server ID value. Server ID is a globally unique identifier that is assigned to every computer (physical or virtual) that has Parallels Agent installed on it. The ID is assigned to a physical server as soon as Parallels Virtual Automation software is installed on it. The ID is assigned to a virtual environment at the time of creation.

Type specification:

Restriction: guid_type (p. 29)

guid_type

Summary:

A globally unique identifier.

Type specification:

`guid_type` is derived from `string`

ip_type

Summary:

IP (Internet Protocol) address expressed as four decimal numbers separated by periods, such as 192.168.1.10

Type specification:

`ip_type` is derived from `string`

privilegeType

Summary:

A security privilege identification.

Type specification:

Restriction: `string`

sidType

Summary:

Security ID.

Type specification:

Restriction: `base64Binary`

transport_type

Summary:

Transport type enumeration.

Type specification:

The enumeration has the following enumerators:

`TCP` -- Transmission Control Protocol.

`UDP` -- User Datagram Protocol.

Complex Types

Complex types are custom types that can contain text, attributes and other elements. This section describes the types that are common to the entire Parallels Agent XML API.

aceType

Summary:

Access control entry.

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Type of ACE: `0` -- allow `1` -- deny
`sid`	`1..1`	`sidType` (p. 30)	Security identifier of a user or a group.
`rights`	`1..1`	`base64Binary`	Access rights.

Description:

The access control entry (ACE) is an individual record in a DACL (Discretionary Access Control List). It includes the SID (security ID) of a single user or a group along with an access mask that specifies the permissions being granted or denied.

At the time of this writing, you can only set permissions to the entire object (not the individual operations that can be performed on it). This means that the `rights` parameter is not currently used. Simply include an empty `rights` element when setting permissions.

See also:

`security_descriptorType` (p. 62)

alert_dataType

Summary:

Contains alert information.

Type specification:

Extends `event_dataType` (p. 40)

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	`0` -- green alert. `1` -- yellow alert. `2` -- red alert.

Description:

The alert type denotes the severity level. There are four alert levels:

Green alert -- Normal operation. This alert type is normally silent but can still trigger when one of the higher alert levels is canceled and the situation returns to normal.

Yellow alert -- Warning. For a resource allocation alert it means that at least 90% of the specified soft limit was reached.

Red alert -- Critical situation. For a resource alert it means that the current resource usage is above the soft limit and further allocation can be refused at any moment.

The subtypes of `alert_dataType` are used to handle different alert categories, such as resource allocation alerts and cluster-wide alerts.

Subtypes:

`resource_alertType` (p. 73)

`server_group_alertType` (p. 74)

auth_nameType

Summary:

User login information.

Type specification:

Name	Min/Max	Type	Description
`name`	`0..1`	`base64Binary`	The name of a user or a group. When working with LDAP directory entries, the name can be specified as a fully qualified distinguished name or as a plain name (as in "John" for instance). If the name contains a full DN then the entry is assumed to be located in the container specified. If the name is a plain name (as in "John" for instance), the entry is assumed to be located in the default container for users and groups for this realm. To find out what the default DN is, use the `get_realm` call (p. 112).
`domain`	`0..1`	`base64Binary`	Domain name. Currently, this filed is only used to specify the Server ID (eid) when logging into Agent as a user from the Virtuozzo Container Realm (the OS user registry inside the Container).
`realm`	`1..1`	`guid_type` (p. 29)	Realm ID. When adding a user or a group to a realm, specify the target realm ID here.

connection_infoType

Summary:

Contains parameters necessary to connect to a remote computer.

Type specification:

Extends `connectivity_infoType` (p. 34)

Adds the following elements:

Name	Min/Max	Type	Description
`login`	`0..1`	`auth_nameType` (p. 33)	Login information.
`password`	`0..1`	`base64Binary`	Password.

connectivity_infoType

Summary:

Contains the network connectivity information.

Type specification:

Adds the following elements:

Name	Min/Max	Type	Description
`protocol`	`0..1`	`string`	Communication protocol: `SSL` -- SSL over TCP/IP. `TCP` -- plain TCP/IP. `NamedPipe` -- named pipe.
`address`	`1..1`	`string`	IP address.
`port`	`0..1`	`unsignedInt`	Port number.

cpu_loadType

Summary:

Contains CPU load values.

Type specification:

Name	Min/Max	Type	Description
`system`	`1..1`	`long`	CPU used by system processes.
`user`	`1..1`	`long`	CPU used by user processes.
`nice`	`1..1`	`long`	CPU used by "nice" processes.
`idle`	`1..1`	`long`	CPU idle.

cpuType

Summary:

Contains common CPU characteristics.

Type specification:

Name	Min/Max	Type	Description
`mhz`	`1..1`	`int`	CPU Frequency, in MegaHertz.
`name`	`1..1`	`string`	CPU name.
`number`	`1..1`	`int`	Number of CPUs in the system.
`cores`	`1..1`	`int`	Number of cores per CPU.
`hyperthreads`	`1..1`	`int`	Number of hyper-threads per CPU core. The value of `1` indicates that no hyper-threading is available.
`units`	`1..1`	`int`	CPU unit value.
`family`	`1..1`	`string`	CPU family.
`model`	`1..1`	`string`	CPU model.
`bogomips`	`1..1`	`int`	BogoMIPS value.

credentialType

Summary:

Describes the security attributes of a security principle.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`string`	The ID of the node in the credentials hierarchy.
`policy`	`0..1`	`int`	Policy: `1` -- allow (default) `0` -- deny
`description`	`0..1`	`base64Binary`	Credential description.
`cred`	`0..[]`	`credentialType` (p. 36)	Nested credentials.

eid_listType

Summary:

Holds a list of Server ID values. See `eid_type` (p. 29) for the explanation on what a Server ID is.

Type specification:

Name	Min/Max	Type	Description
`eid`	`0..[]`	`eid_type` (p. 29)	Server IDs.

env_configType

Summary:

Contains server configuration information. This is a base type. It has only the attributes that are common to the systems of all types (physical and virtual). The subtypes of this type extend it adding more attributes that are specific to their respective server types.

Type specification:

Name	Min/Max	Type	Description
`name`	`0..1`	`string`	Server name.
`description`	`0..1`	`base64Binary`	Server description.
`domain`	`0..1`	`string`	Domain name.
`hostname`	`0..1`	`string`	Hostname.
`address`	`0..[]`	`ip_addressType` (p. 46)	List of IP addresses. *Do not use this field when adding or modifying IP addresses of Virtuozzo Containers. Use net_device element of venv_configType (p. 627) instead.*
`architecture`	`0..1`	`string`	CPU architecture.
`os`	`0..1`	`osType` (p. 55)	Operating system.
`type`	`0..1`	`string`	Server type.
`nameserver`	`0..[]`	`string`	Name servers. *Use this element when setting nameserver information for a Linux Virtuozzo Container.* *For Windows Containers, use <net_device> element of venv_configType (p. 627) instead.*
`search_domain`	`0..[]`	`string`	Search domains.
`base_sample_id`	`0..1`	`guid_type` (p. 29)	Base sample config ID.
`base_snapshot_id`	`0..1`	`guid_type` (p. 29)	Base snapshot ID.

Subtypes:

`venv_configType` (p. 69)

env_resourceType

Summary:

Contains a list of IP addresses allocated to a server.

Type specification:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`ip_pool`	`0..1`	`ip_poolType` (p. 47)	Allocated IP pool.

env_security_objectType

Summary:

A security object of type "server".

Type specification:

Extends `security_objectType` (p. 62)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.

env_statusType

Summary:

Contains a server status information.

Type specification:

Name	Min/Max	Type	Description
`state`	`0..1`	`int`	The server state code.
`transition`	`0..1`	`int`	The server transition code.

Description:

A server can be either in a stable state (running, stopped, etc.) or it can be in transition to another stable state (starting, stopping, etc.). For the list of states and transitions, see **Appendix B: States and Transitions** (p. 742).

envType

Summary:

Contains server information. This type is used for any server type, virtual or physical. However, the `config` and `virtual_config` elements may be instantiated using the server type-specific subtypes of their respective types.

Type specification:

Name	Min/Max	Type	Description
`parent_eid`	`1..1`	`eid_type` (p. 29)	Parent server ID.
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`status`	`0..1`	`env_statusType` (p. 39)	Server status.
`alert`	`0..1`	`int`	If any alerts are currently raised on the server then this field will contain the highest existing alert level. See `alert_dataType` (p. 32) for the list of alert levels.
`config`	`0..1`	`env_configType` (p. 37)	Regular configuration information.
`virtual_config`	`0..1`	`env_configType` (p. 37)	Virtual configuration information.

event_dataType

Summary:

The base type defining system event.

Type specification:

The type has no elements.

Subtypes:

`env_status_event_dataType` (p. 551)

`env_config_event_dataType` (p. 552)

`alert_dataType` (p. 32)

`resource_alertType` (p. 553)

eventType

Summary:

Contains a system event information.

Type specification:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the server that generated the event.
`time`	`1..1`	`datetime_type` (p. 28)	The time at which the event was generated.
`source`	`1..1`	`string`	The name of the event source -- a plug-in or an operator name.
`category`	`1..1`	`string`	The category of the event.
`sid`	`0..1`	`sidType` (p. 30)	The user SID (security ID). Identifies the active user at the time the event was generated.
`count`	`1..1`	`int`	Message counter. Counts messages received from the same source from the last server restart.
`id`	`1..1`	`guid_type` (p. 29)	A universally unique message ID.
`info`	`1..1`	`infoType` (p. 43)	Event description.
`data`	`0..1`		Event type-specific data.
`{`			
`event data`	`1..1`	`event_dataType`	
`event_data`	`1..1`	`event_dataType` (p. 40)	Depending on the event type, the actual data type returned will be one of the descendants of `event_dataType` (p. 40). The data type can be determined by comparing the value of the `category` element (above) and the event category described in the descendants of `event_dataType` (p. 40).
`}`			

Description:

This structure is returned by the calls that provide information about system events and alerts. The elements in the beginning of the structure are common to all event types and provide the basic event information. The `data` element contains the event or alert type-specific data. Depending on the type of the event or alert, the data type of the `event_data` element will be one of the descendants of `event_dataType` (p. 40). Since you might not know in advance the type of the event, you will have to determine the data type before you can parse the message and handle it properly. Consider the following example.

Let's say that your client program receives an `eventType` structure from Agent as a result of subscription or an on-demand request. Let's also say that the `category` element contains the "env_status" value. If you look at the event type definitions (p. 551), you'll see that "env_status" is the category of the `env_status_event_dataType` (note the `env_status` entry in the **Event type** subsection). What this means is that in this particular XML response, the data type of the `event_data` element (see table above) is `env_status_event_dataType` (p. 551), not the base `event_dataType` as shown in the table above.

groupType

Summary:

User group information structure.

Type specification:

Name	Min/Max	Type	Description
`user`	`0..[]`	`userType` (p. 68)	User info.
`{`			
`  name`	`1..1`	`string`	User name.
`}`			
`member_group`	`0..[]`	`groupType`	Member group info.
`{`			
`  name`	`0..1`	`string`	Group name.
`}`			
`name`	`0..1`	`string`	Group name.
`gid`	`0..1`	`int`	Group ID.

infoType

Summary:

The `infoType` structure is used as a generic container for name/value pairs, and for the text messages that may require localization.

Type specification:

Name	Min/Max	Type	Description
`message`	`1..1`	`base64Binary`	The original message in the official language of the developer. The text may contain references to parameters in the following format: %*param_name*%. The parameter name always begins and ends with a percent sign. The values of the parameters are not included in this element but supplied in the `parameter` element.
`translate`	`0..1`	`none`	If present, indicates that the message contains words in a natural language and, as such, may require a translation to the language of the user.
`parameter`	`0..[]`	`infoType` (p. 43)	The values of the parameters specified in the `message` element. The value is linked to the parameter using the `name` element in such a way that the value of the `name` element of this structure will be the same as the name of the parameter (%*param_name*%) in the `message` element (see example below). The parameter may also be used as a simple name/value container.
`name`	`1..1`	`string`	Parameter name.

Example:

```
<info>
  <message>T3BlcmF0b3IgJW9wZXJhdG9yJSBhdCAlZWlkJSBzdGFydGVk</message>
  <name></name>
  <translate/>
  <parameter>
    <message>ODQ5YzliZTktNWZiYi00ZTdkLWIxMDAtZjg0MWY4NmMxNTBl</message>
    <name>eid</name>
  </parameter>
  <parameter>
    <message>dnphX2NvbmY=</message>
    <name>operator</name>
  </parameter>
</info>
```

In order to decode the message above, you first have to decode the base64-encoded values that the message contains. The following is the same message with the values decoded to plain text.

```
<info>
  <message>Operator %operator% at %eid% started</message>
  <name></name>
  <translate/>
  <parameter>
    <message>849c9be9-5fbb-4e7d-b100-f841f86c150e</message>
    <name>eid</name>
  </parameter>
  <parameter>
    <message>vzl_conf</message>
    <name>operator</name>
  </parameter>
</info>
```

To process this message, you have to take the following steps:

1. Check if the message possibly requires a translation to the language of the user of your application. For that, you have to check if the `translate` element is present in the packet. In our case, the element is present (which makes sense because the message contains words in a natural language, English in our example), so depending on the target locale, you might want to translate the text portion of it.
2. The second step is to see if the message contains any parameters (the parameter names are preceded by the percent sign %). If there are parameters in the packet, get their values by matching a parameter name to the corresponding name in one of the `parameter` elements that follow the `message` element. In the packet listed above, the first parameter is `%operator%` and its name (`operator`) is contained in the second (from the top) `parameter` element. The value of the parameter is contained in the `parameter/message` element and is `vzl_conf`. The next parameter (`%eid%`) is processed in the same exact manner. If you substitute the parameter references in the original message with their values now, the message will read as follows:

   `Operator vzl_conf at 849c9be9-5fbb-4e7d-b100-f841f86c150e started.`

So, the original message that we received essentially means that the `vzl_conf` Agent operator has been started on the server with the Server ID `849c9be9-5fbb-4e7d-b100-f841f86c150e`.

Sometimes the structure is used as a simple generic container for the name/value pairs. For example, the following XML fragment contains information about a server from a backup archive. As you can see, the `message` element in the beginning of the structure does not contain any value, which means that the packet does not contain any message. The underlying parameters simply describe the different properties of a server such as hostname, IP address, operating system, etc.

```
<ns2:info>
  <ns2:message></ns2:message>
  <ns2:name></ns2:name>
  <ns2:translate/>
  <ns2:parameter>
    <ns2:message>SG9zdC0xMDY=</ns2:message>
    <ns2:name>hostname</ns2:name>
    <ns2:translate/>
  </ns2:parameter>
  <ns2:parameter>
    <ns2:message>MTAuMTMwLjEuNg==</ns2:message>
    <ns2:name>ip</ns2:name>
    <ns2:translate/>
  </ns2:parameter>
  <ns2:parameter>
    <ns2:message>VGVzdC1WRTY=</ns2:message>
    <ns2:name>name</ns2:name>
    <ns2:translate/>
  </ns2:parameter>
  <ns2:parameter>
    <ns2:message></ns2:message>
    <ns2:name>os</ns2:name>
    <ns2:parameter>
      <ns2:message>TGludXg=</ns2:message>
      <ns2:name>platform</ns2:name>
    </ns2:parameter>
  </ns2:parameter>
  <ns2:parameter>
    <ns2:message>ODllMjc5NjAtOTdiOC00NjFmLTkwMmYtNTU3YjRiMTY3ODRi</ns2:message>
    <ns2:name>parent_eid</ns2:name>
    <ns2:translate/>
  </ns2:parameter>
</ns2:info>
```

interfaceType

Summary:

Describes a network interface.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Interface name.
`bandwidth`	`0..1`	`int`	Bandwidth.
`transfer`	`0..1`	`transferType` (p. 67)	Transfer rate.
`ipaddress`	`0..1`	`ip_type` (p. 29)	IP address.
`flags`	`0..1`	`int`	Network adapter flags: Bit 0 -- loopback flag. Bit 1 -- no ARP flag.

intervalType

Summary:

A basic date interval structure.

Type specification:

Name	Min/Max	Type	Description
`start_time`	`1..1`	`datetime_type` (p. 28)	Start time.
`end_time`	`1..1`	`datetime_type` (p. 28)	End time.

ip_addressType

Summary:

IP address and netmask.

Type specification:

Name	Min/Max	Type	Description
`ip`	`1..1`	`ip_type` (p. 29)	IP address.
`netmask`	`0..1`	`ip_type` (p. 29)	Netmask.

ip_poolType

Summary:

The IP address information.

Type specification:

Name	Min/Max	Type	Description
[			This is a choice group. Either `ip_range` or `ip` can occur in a document but not both at the same time.
ip_range	1..1		Defines a range of IP addresses.
{			
start_ip	1..1	`ip_type` (p. 29)	First IP address in the range.
end_ip	1..1	`ip_type` (p. 29)	Last IP address in the range.
}			
ip	1..1	`ip_type` (p. 29)	A single IP address.
]			

ip_rangeType

Summary:

IP address range defined by the start IP address and a subnet mask.

Type specification:

Name	Min/Max	Type	Description
id	0..1	string	Range ID.
start_ip	0..1	`ip_type` (p. 29)	Start IP address.
subnet_mask	0..1	int	Subnet mask.
comment	0..1	string	Comments.

load_avg_statsType

Summary:

Contains load average statistics.

Type specification:

Name	Min/Max	Type	Description
l1	1..1	statsType	1 minute Load Average values.
{			
avg	0..1	long	Average value.
min	0..1	long	Minimum value.
max	0..1	long	Maximum value.
cur	0..1	long	Current value.
}			
l2	0..1	statsType	5 minute Load Average values.
{			
avg	0..1	long	Average value.
min	0..1	long	Minimum value.
max	0..1	long	Maximum value.
cur	0..1	long	Current value.
}			
l3	0..1	statsType	15 minute Load Average values.
{			
avg	0..1	long	Average value.
min	0..1	long	Minimum value.
max	0..1	long	Maximum value.
cur	0..1	long	Current value.
}			

load_avgType

Summary:

Load average values.

Type specification:

Name	Min/Max	Type	Description
`l1`	`1..1`	`double`	1 minute Load Average value.
`l2`	`0..1`	`double`	5 minute Load Average value.
`l3`	`0..1`	`double`	15 minute Load Average value.

log_options_baseType

Summary:

Base type.

Type specification:

The type has no elements.

Subtypes:

`log_optionsType`

`log_optionsType` (p. 621)

log_optionsType

Summary:

The type for logging options.

Type specification:

Extends `log_options_baseType` (p. 49)

The type has no additional elements.

modType

Summary:

The `modType` type is used when modifying a user or a group. It is populated with the list of the user/group attributes and the type of the modification to perform on them.

Type specification:

Extends `named_listType` (p. 50)

Adds the following elements:

Name	Min/Max	Type	Description
`op`	`0..1`	`int`	Modification type: `0` -- Add the specified attribute values (default). `1` -- Delete the specified attribute values. `2` -- Replace the existing attribute values with the values specified. If an attribute has more than one value, all of those values will be removed and the new values will be used in their place.

named_listType

Summary:

Attribute name/value pair.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Attribute name.
`value`	`0..[]`	`base64Binary`	Attribute value(s).

native_configType

Summary:

The base type for the virtual server configuration data in a corresponding virtualization technology's native format. Agent uses its own structures (types) for the virtual server configuration data. Server virtualization products, such as Virtuozzo Containers, cannot directly use this data because they don't natively understand the format. The subtypes of `native_configType` are used to hold the configuration data in a format understood by a specific virtualization technology. While Agent configuration structures make sense within the context of Agent, the native configuration data can be used externally. For example, you can pass it to a utility that comes with your virtualization product and which expects it as an input. The `envm` interface (p. 237) provides two calls that allow to convert the configuration data between the two formats -- `get_native_config` (p. 273) and `get_virtual_config`.

Note: At the time of this writing, the only supported virtualization technology is Virtuozzo Containers.

Type specification:

The type has no elements.

Subtypes:

`virtuozzo_configType` (p. 630)

net_addressType

Summary:

Network address.

Type specification:

Name	Min/Max	Type	Description
`host`	`1..1`	`none`	Host/Net name or IP address.
`mask`	`0..1`	`ip_type` (p. 29)	IP mask.

net_classType

Summary:

Network class.

Type specification:

Name	Min/Max	Type	Description
`id`	`0..1`	`string`	Class ID.
`transfer`	`0..1`	`transferType` (p. 67)	Transfer statistics.

net_deviceType

Summary:

Holds a generic network device information. A networks device can be a network interface card, a network bridge, or a virtual local area network. The subtypes of this type extend it adding additional functionality.

Type specification:

Name	Min/Max	Type	Description
`id`	`0..1`	`string`	Device ID (e.g. interface name `eth0`, `eth1`, `br2`, `etc`).
`ip_address`	`0..[]`	`ip_addressType` (p. 46)	The list of IP addresses assigned to this device.
`dhcp`	`0..1`	`none`	DHCP flag. If present, the device uses DHCP to receive TCP/IP settings.
`network_id`	`0..1`	`base64Binary`	The ID of the virtual network this device belongs to.
`status`	`0..1`		Network device status.
`[`			Denotes a choice between the `up` and the `down` elements.
`up`	`1..1`	`none`	The device is up (enabled).
`down`	`1..1`	`none`	The device is down (disabled).
`]`			

Subtypes:

`net_nicType` (p. 54)

`net_vethType` (p. 622)

`net_vlanType` (p. 365)

`net_bridgeType` (p. 365)

net_nicType

Summary:

Contains a physical network adapter information.

Type specification:

Extends `net_deviceType` (p. 53)

Adds the following elements:

Name	Min/Max	Type	Description
`mac_address`	`0..1`	`string`	MAC address.

operator_functionalType

Summary:

Agent Operators are represented in the front-end API by *interfaces*. Each interface provides methods for accessing a corresponding operator functionality. Each interface is identified by an XML element to be used in the XML request sent to Agent server. Each such element is derived from type `operator_functionalType`. The type defines the basic input and output parameters. Interfaces extend it with their own input and output parameters.

Type specification:

Name	Min/Max	Type	Description
`ok`	`1..1`		This element is returned to the client when a request completes successfully but does not return any information by definition.
`error`	`1..1`		This element is returned when a request results in failure.
`{`			
`  code`	`1..1`	`int`	Error code.
`  message`	`0..1`	`string`	Text message describing the error.
`}`			

osType

Summary:

Contains the operating system information.

Type specification:

Name	Min/Max	Type	Description
`platform`	`0..1`	`string`	OS platform (Windows, Linux, etc.).
`name`	`1..1`	`string`	OS name (Windows XP, Red Hat 9, etc.).
`version`	`0..1`	`string`	OS version.
`kernel`	`0..1`	`string`	Kernel ID.

packageType

Summary:

A generic software package information. Agent supports different types of software packages, including different varieties of the Linux specific packages, and Virtuozzo Containers specific packages. When the `packageType` type is used as an input parameter, use one of the appropriate subtypes depending on the type of the software package. When it is used as an output, expect the appropriate subtype in the response packet.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Package name.
`summary`	`0..1`	`string`	Summary description.
`os`	`0..1`	`osType` (p. 55)	Target OS and platform.
`description`	`0..1`	`string`	Description.
`arch`	`0..1`	`string`	Package architecture -- x86, x86_64, etc.
`version`	`0..1`	`string`	Package version.

Subtypes:

`package_linuxType` (p. 400)

`package_rpmType` (p. 400)

`package_debType` (p. 400)

`package_vztemplateType` (p. 625)

`package_std_vztemplateType` (p. 624)

perf_dataType

Summary:

Contains data returned by the performance monitor.

Type specification:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`class`	`0..[]`	`none`	A list of performance classes that were selected for monitoring.
`{`			
`  name`	`1..1`	`string`	Class name.
`  instance`	`1..[]`	`none`	A list of class instances that were selected for monitoring.
`  {`			
`    name`	`0..1`	`string`	Instance name.
`    counter`	`1..[]`	`none`	A list of performance counters that were selected for monitoring.
`    {`			
`      name`	`1..1`	`string`	Counter name.
`      value`	`1..1`	`perf_statType` (p. 58)	Values.
`    }`			
`  }`			
`}`			
`interval`	`1..1`	`intervalType` (p. 46)	The time interval over which the data was collected.

perf_statType

Summary:

Performance statistics.

Type specification:

Name	Min/Max	Type	Description
`cur`	`1..1`	`anySimpleType`	Current value.
`avg`	`1..1`	`anySimpleType`	Average value.
`max`	`1..1`	`anySimpleType`	Maximum value.
`min`	`1..1`	`anySimpleType`	Minimum value.

processesType

Summary:

Contains information about system processes.

Type specification:

Name	Min/Max	Type	Description
`run`	`1..1`	`int`	Number of processes in a "running" state.
`zombie`	`1..1`	`int`	Number of processes in a "zombie" state.
`sleep`	`1..1`	`int`	Number of processes in a "sleep" state.
`uninterrupt`	`1..1`	`int`	Number of processes in a "uninterrupt" state.
`stopped`	`1..1`	`int`	Number of processes in a "stopped" state.
`total`	`1..1`	`int`	Total number of processes.

ps_infoType

Summary:

Contains information about system processes.

Type specification:

Name	Min/Max	Type	Description
`process`	`1..[]`	`none`	Process information
`{`			
`pid`	`1..1`	`int`	Process identifier (PID).
`param`	`0..[]`	`base64Binary`	A list of process parameter values in the order indicated by the list contained in the `param_id` element.
`}`			
`param_id`	`1..[]`	`string`	A list of the included process parameters in the order in which their values appear in the `param` element.

qosType

Summary:

Contains QoS (quality of service) limits.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`string`	QoS counter ID.
`soft`	`0..1`	`long`	Soft limit.
`hard`	`0..1`	`long`	Hard limit.
`cur`	`0..1`	`long`	Current value.

realmType

Summary:

The base type defining a Realm. A Realm is an authentication database containing Parallels Infrastructure Management user and group information. Agent supports a number of different databases, including operating system user registries and LDAP-compliant directories. Realm definitions are stored in the Agent configuration and can be retrieved using the `get_realm` call (p. 112).

Type specification:

Name	Min/Max	Type	Description
`id`	`0..1`	`guid_type` (p. 29)	Globally unique Realm ID. The ID is automatically generated by Agent when a Realm definition is added to the Agent configuration. The ID is guaranteed to be unique across different computers and networks.
`type`	`1..1`	`int`	Realm type: `0` -- System Realm. This is the operating system user registry on the Hardware Node. `1` -- LDAP directory Realm. This is an LDAP-compliant directory such as AD or ADAM on Windows, or OpenLDAP on Linux. The directory can be located locally or anywhere on the network. `1000` -- Virtuozzo Container Realm. This is the operating system user registry inside a Virtuozzo Container.
`name`	`1..1`	`string`	The name of the Realm (user defined).
`builtin`	`0..1`		If present, indicates that this is a built-in Realm. A built-in Realms is a preinstalled authentication database. It can be an LDAP directory or an operating system user registry. Built-in Realms contain Parallels Infrastructure Management authentication and authorization information, including built-in security roles, permissions, users, and groups used by Virtuozzo Tools.

Subtypes:

`dir_realmType` (p. 82)

resourceType

Summary:

A generic type for specifying a resource information.

Type specification:

Name	Min/Max	Type	Description
total	0..1	long	Total units available.
used	0..1	long	Number of units currently used.
free	0..1	long	Number if units currently available.
avg	0..1	long	Average usage.
min	0..1	long	Minimum units used.
max	0..1	long	Maximum units used.

sample_confType

Summary:

Sample configuration information.

Type specification:

Name	Min/Max	Type	Description
id	0..1	guid_type (p. 29)	Sample configuration ID.
name	1..1	string	Sample configuration name.
comment	0..1	base64Binary	Comment.
env_config	1..1	env_configType (p. 37)	Configuration parameters.
vt_version	0..1		Virtualization technology information.
{			
platform	1..1	string	Platform (WIndows, Linux, etc.).
architecture	1..1	string	Architecture.
vt_technology	1..1	string	Virtualization technology name.
}			

security_descriptorType

Summary:

Security descriptor.

Type specification:

Name	Min/Max	Type	Description
`owner`	`1..1`	`sidType` (p. 30)	Security ID of a security object owner. The owner is the user that is always allowed to control the DACL of the object.
`group`	`1..1`	`sidType` (p. 30)	Group security ID. It is used as a way of tracking a group for each object providing support for Linux permissions.
`dacl`	`0..1`		Discretionary Access Control List (DACL).
`{`			
`  ace`	`0..[]`	`aceType` (p. 31)	Access control entry.
`}`			

Description:

Each object protected by the Agent access control system must have a state associated with it to track its security settings. This state is called *security descriptor*.

The discretionary access control list (DACL) contains a list of permissions granted or denied to various users and groups. The owner of the object is always allowed to control the DACL contents.

The access control entry (ACE) is an individual record in a DACL. It includes the SID of a single user or a group along with an access mask that specifies the permissions being granted or denied.

security_objectType

Summary:

Base type describing a security object. Implemented in descendants.

Type specification:

The type has no elements.

statsType

Summary:

Holds QoS data.

Type specification:

Name	Min/Max	Type	Description
`avg`	`0..1`	`long`	Average value
`min`	`0..1`	`long`	Minimum value
`max`	`0..1`	`long`	Maximum value
`total`	`0..1`	`long`	Total value
`cur`	`0..1`	`long`	Current value
`soft`	`0..1`	`long`	Soft limit
`hard`	`0..1`	`long`	Hard limit

sys_infoType

Summary:

System information.

Type specification:

Name	Min/Max	Type	Description
load_avg	1..1	load_avgType (p. 49)	Load averages
processes	1..1	processesType (p. 58)	Processes statistics
cpu_load	1..1	cpu_loadType (p. 35)	CPU load statistics.
cpu_states	1..1	cpu_loadType (p. 35)	CPU load statistics (percentage).
users	1..1	int	Number of users.
uptime	1..1	long	Uptime.
memory	0..1	resourceType (p. 61)	Memory statistics. Provided only for Hardware Node.
{			
total	0..1	long	Total memory available
used	1..1	long	Memory used.
}			
swap	0..1	resourceType (p. 61)	Swap statistics. Provided only for Hardware Node.
{			
total	0..1	long	Total.
used	1..1	long	Used.
}			

system_nodeType

Summary:

Contains computer access parameters.

Type specification:

Name	Min/Max	Type	Description
address	1..1		IP address.
{			
ip	1..1	ip_type (p. 29)	IP address.
}			
login	0..1		Login info.
{			
user	1..1	string	User name.
password	1..1	base64Binary	Password.
}			

tokenType

Summary:

Security token.

Type specification:

Name	Min/Max	Type	Description
`user`	`1..1`	`sidType` (p. 30)	SID of the token owner.
`groups`	`0..1`		The list of SIDs of the groups to which the token owner belongs.
`{`			
`  sid`	`1..[]`	`sidType` (p. 30)	SIDs.
`}`			
`deny_only_sids`	`0..1`		The list of deny-only SIDs.
`{`			
`  sid`	`1..[]`		SIDs.
`}`			
`privileges`	`0..1`		*These fields are not currently used.*
`{`			
`  privilege`	`1..[]`	`privilegeType` (p. 29)	
`}`			
`source`	`1..1`		*These fields are not currently used.*
`{`			
`  name`	`1..1`	`string`	
`  id`	`1..1`	`guid_type`	
`}`			

transferType

Summary:

Contains network transfer statistics.

Type specification:

Name	Min/Max	Type	Description
input	1..1	none	Incoming traffic.
{			
bytes	1..1	long	Number of bytes.
packets	0..1	long	Number of packets.
}			
output		none	Outgoing traffic.
{			
bytes	1..1	long	Number of bytes.
packets	0..1	long	Number of packets.
}			

usageType

Summary:

A generic type for specifying a resource usage information.

Type specification:

Name	Min/Max	Type	Description
total	0..1	long	Total units.
used	0..1	long	Used units.
free	0..1	long	Free units.

userType

Summary:

User information.

Type specification:

Name	Min/Max	Type	Description
initial_group	0..1		Initial group
{			
name	0..1	string	Group name
gid	0..1	int	Group ID
}			
group	0..[]		Other groups.
{			
name	0..1	string	Group name.
gid	0..1	int	Group ID.
}			
uid	0..1	int	User ID.
shell	0..1	string	Shell.
password	0..1	base64Binary	Password.
home_dir	0..1	string	Home directory.
name	0..1	string	User name.
comment	0..1	string	Comment.

venv_configType

Summary:

Virtual server configuration. Container and virtual machine specific structures are derived from this type and contain additional parameters.

Type specification:

Extends `env_configType` (p. 37)

Adds the following elements:

Name	Min/Max	Type	Description
`qos`	`0..[]`	`qosType` (p. 59)	QoS parameters.

Subtypes:

`venv_configType` (p. 627)

`venv_configType` (p. 695)

voc_parameterType

Summary:

Contains an Agent vocabulary entry information.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`string`	Vocabulary entry ID.
`type`	`0..1`	`string`	Data type (int, string, etc.)
`min`	`0..1`	`string`	Minimum possible value.
`max`	`0..1`	`string`	Maximum possible value.
`long`	`0..1`	`string`	Long description.
`short`	`0..1`	`string`	Short description.
`category`	`0..[]`	`string`	Category.
`complex`	`0..1`	`string`	Entry type-specific value. May have different meaning for different types of entries.
`default`	`0..1`	`string`	Default value.
`measure`	`0..1`	`string`	Units of measure.
`data`	`0..1`		Data (entry-type specific value).

vocabularyType

Summary:

Contains the Agent vocabulary data.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	The name of Agent plug-in that this vocabulary is describing.
`parameter`	`0..[]`	`voc_parameterType` (p. 563)	The vocabulary parameters.
`category`	`0..[]`	`voc_parameterType` (p. 563)	The vocabulary categories.

vt_infoType

Summary:

Virtualization technology-specific read-only settings. See subtypes for virtualization technology specific implementations.

Type specification:

Name	Min/Max	Type	Description
xs:any			

Subtypes:

vt_infoType (p. 631)

vt_infoType (p. 709)

vt_settingsType

Summary:

A base type defining virtualization technology-specific settings. See subtypes for implementations.

Type specification:

Name	Min/Max	Type	Description
default_sample_id	0..1	guid_type (p. 29)	The default sample configuration ID.

Subtypes:

vzat.vt_settingsType (p. 631)

vt_settingsType (p. 710)

Interfaces

The material in this section describes the base Agent XML API interfaces. The term *interface*, as we use it, is somewhat similar to a class in object-oriented programming. We use interfaces to group related data types (structures) and calls (methods). The data types and calls are defined using XML Schema language (XSD). The body of an Agent XML request always begins with the name of an interface followed by the name of a call. The rest of the request body is composed according to the call specifications.

The base interfaces described in this chapter form a foundation for the Agent XML API and currently provide functionality for the Hardware Node and Virtuozzo Containers management. Some of the Virtuozzo-specific functionality exists as a plug-in consisting of additional interfaces, some of which are derived from the base interfaces. Virtuozzo Containers plug-in is described in the **Virtuozzo Containers Types and Interfaces** chapter (p. 620).

alertm

Purpose:

The `alertm` interface allows the user to receive notifications on critical system events via e-mail and to retrieve the list of currently raised alerts.

Types

resource_alertType

Summary:

Resource allocation alert data.

Type specification:

Extends `alert_dataType` (p. 32)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Server ID.
`class`	`1..1`	`string`	Performance class (see `perf_mon` (p. 389) for more info on this and the following parameters).
`instance`	`1..1`	`string`	Class instance.
`counter`	`1..1`	`string`	Performance counter.
`cur`	`1..1`	`anySimpleType`	Current value.
`hard`	`1..1`	`anySimpleType`	Hard value.
`soft`	`1..1`	`anySimpleType`	Soft value.

server_group_alertType

Summary:

Virtuozzo group-wide alert data.

Type specification:

Extends `alert_dataType` (p. 32)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the Container that caused the alert.
`address`	`1..1`	`string`	The address of the slave node hosting the Container specified in the `eid` element (above).
`title`	`1..1`	`string`	The title of the slave node.
`description`	`1..1`	`string`	Problem description.
`code`	`1..1`	`string`	Error code.

Calls

Call	Description
get_alerts (p. 75)	Returns current alert states for the specified list of servers.
subscribe_alert (p. 78)	Subscribes to receive alert notifications via e-mail.
unsubscribe_alert (p. 80)	Cancels alert subscriptions.

get_alerts

Summary:

Returns current alert states for specified servers.

Request specification:

Name	Min/Max	Type	Description
`get_alerts`			
`{`			
`eid_list`	`0..1`	`eid_listType` (p. 36)	Server list.
`category`	`0..1`	`string`	Categories of the alerts to return. If this element is omitted, the call will return alerts of all known types. The available alert categories are: • `resource_alert` • `server_group_alert`
`env_type`	`0..1`	`string`	Return alerts only for the servers of the specified type (`generic`, `virtuozzo`).
`}`			

Returns:

Name	Min/Max	Type	Description
`alert`	`0..[]`	`eventType` (p. 41)	Alert information.

Description:

A server may have multiple alerts of different types raised at any given time. You can use subscriptions to receive alert notifications in real time (see `subscribe` (p. 612) and `subscribe_alert` (p. 78)), or you can retrieve all alerts that are currently raised on any given server using the `get_alerts` call.

Example:

The following sample shows how to obtain states of alerts for the specified server(s).

Input

```
<packet>
  <target>alertm</target>
  <data>
    <alertm>
      <get_alerts>
        <eid_list>
          <eid>ccc794ad-cc5d-49f2-8d84-6631263c81be</eid>
        </eid_list>
      </get_alerts>
```

```
    </alertm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/alertm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="2dc4ad4739ft26e9rec4" time="2009-10-13T12:33:17+0000">
<ns1:origin>alertm</ns1:origin>
<ns1:target>vzclient763-75e18434-5abc-5db7-e963-9f67a2f03412</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:alertm>
        <ns2:alert xsi:type="ns3:eventType">
            <ns3:eid>75e18434-5abc-5db7-e963-9f67a2f03412</ns3:eid>
            <ns3:time>2009-10-09T02:58:33+0000</ns3:time>
            <ns3:source>ResourceAlertMonitor</ns3:source>
            <ns3:category>resource_alert</ns3:category>
            <ns3:sid>AQUAAAAAIAM0hOF1vFq3Xeljn2ei8DQSAAAAAA==</ns3:sid>
            <ns3:count>1</ns3:count>
            <ns3:id>83c11a69-5c1f-4836-abc0-de2d779f3331</ns3:id>
            <ns3:data>
                <ns3:event_data xsi:type="ns2:resource_alertType">
                    <ns2:eid>75e18434-5abc-5db7-e963-9f67a2f03412</ns2:eid>
                    <ns2:type>1</ns2:type>
                    <ns2:class>counters_disk</ns2:class>
                    <ns2:instance>\\?\Volume{388c3805-7509-11de-8c64-
806e6f6e6963}\</ns2:instance>
                    <ns2:counter>counter_disk_share_used</ns2:counter>
                    <ns2:cur>79</ns2:cur>
                    <ns2:soft>85</ns2:soft>
                    <ns2:hard>95</ns2:hard>
                </ns3:event_data>
            </ns3:data>
            <ns3:info xsi:type="ns3:infoType">

<ns3:message>UmVzb3VyY2UgJWlkJSAldHlwZSUgYWxlcnQgb24gZW52aXJvbm1lbnQgJWVudiUgY3VycmVudC
B2YWx1ZTogJWN1ciUgc29mdCBsaW1pdDogJXNvZnQlIGhhcmQgbGltaXQ6ICVoYXJkJQ==</ns3:message>
                <ns3:name></ns3:name>
                <ns3:translate/>
                <ns3:parameter>
                    <ns3:message>Nzk=</ns3:message>
                    <ns3:name>cur</ns3:name>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>JXRpdGxlJQ==</ns3:message>
                    <ns3:name>env</ns3:name>
                    <ns3:translate/>
                    <ns3:parameter>

<ns3:message>NzVlMTg0MzQtNWFiYy01ZGI3LWU5NjMtOWY2N2EyZjAzNDEy</ns3:message>
                        <ns3:name>eid</ns3:name>
                        <ns3:translate/>
                    </ns3:parameter>
                    <ns3:parameter>
                        <ns3:message>RVZCWU1JTlNEMDIyMw==</ns3:message>
```

```
                        <ns3:name>title</ns3:name>
                        <ns3:translate/>
                    </ns3:parameter>
                    <ns3:parameter>
                        <ns3:message>Z2VuZXJpYw==</ns3:message>
                        <ns3:name>type</ns3:name>
                        <ns3:translate/>
                    </ns3:parameter>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>OTU=</ns3:message>
                    <ns3:name>hard</ns3:name>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>Y291bnRlcl9kaXNrX3NoYXJlX3VzZWQ=</ns3:message>
                    <ns3:name>id</ns3:name>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>ODU=</ns3:message>
                    <ns3:name>soft</ns3:name>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>eWVsbG93</ns3:message>
                    <ns3:name>type</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
            </ns3:info>
        </ns2:alert>
    </ns2:alertm>
</ns1:data>
```

subscribe_alert

Summary:

Subscribes to alert notifications via e-mail.

Request specification:

Name	Min/Max	Type	Description
`subscribe_alert`			
`{`			
`eid_list`	`0..1`	`eid_listType` (p. 36)	Server IDs. If omitted, subscribes to receive alert notifications for all known servers.
`email`	`1..1`	`string`	The e-mail address to send the notifications to.
`name`	`0..1`	`string`	The name of the e-mail template. The template is configured using the `mailer` interface (p. 331). If not specified, the default template for the specific alert type will be used.
`[`	`0..1`		This section specifies the alert type. If the section is omitted, subscribes to QoS alerts by default.
`services`	`1..1`		Get alerts on changing service status.
`{`			
`service`	`1..[]`	`string`	Service name.
`}`			
`]`			
`}`			

Returns:

OK/Error.

Description:

To prevent alert (mail) flooding you can set `mute_alert_period` configuration parameter in the `alertm` section of Agent configuration. Negative value means that subscription stops after the first alert and you have to re-subscribe. Zero value turns off flooding control, i.e. all alerts will be delivered. Positive value means that subsequent alerts for the same servers will be delivered at once in case of period expiration or if alert level is greater than the one of the previous alert.

To set a default e-mail address, use the `support_email` parameter in the `alertm` section of Agent configuration.

To receive alert notifications directly (not through e-mail), use the `system/subscribe` call (p. 612) together with `resource_alert` event (p. 560).

To unsubscribe from this service, use the `unsubscribe_alert` call (p. 80).

Example:

Input

```
<packet>
  <target>alertm</target>
  <data>
    <alertm>
      <subscribe_alert>
        <eid_list>
          <eid>ccc794ad-cc5d-49f2-8d84-6631263c81be</eid>
        </eid_list>
        <email>johndoe@mail.com</email>
        <services>
          <service>crond</service>
        </services>
      </subscribe_alert>
    </alertm>
  </data>
</packet>
```

Output

```
<packet>
  <origin>alertm</origin>
  <data>
    <alertm>
      <ok/>
    </alertm>
  </data>
</packet>
```

Incoming email

```
From: support@tc6.com
To: johndoe@mail.com
Subject: Service crond is stopped on ccc794ad-cc5d-49f2-8d84-6631263c81be at 2006-05-
06T19:04:01+0000
Service crond changed status to stopped on ccc794ad-cc5d-49f2-8d84-6631263c81be at
2006-05-06T19:04:01+0000
```

unsubscribe_alert

Summary:

Cancels an alert notification subscription.

Request specification:

Name	Min/Max	Type	Description
`unsubscribe_alert`			
`{`			
`eid_list`	`0..1`	`eid_listType` (p. 36)	Server ID list.
`email`	`1..1`	`string`	E-mail that was used to subscribe for alerts.
`services`	`1..1`		Cancel service status changes alerts.

Returns:

OK/Error

Description

Use the `unsubscribe_alert` call if you would like to stop receiving alert notifications through e-mail that you previously subscribed to using the `subscribe_alert` call (p. 78).

Example:

The following sample shows how to obtain states of alerts for the specified server(s).

Input

```
<packet>
  <target>alertm</target>
  <data>
    <alertm>
      <unsubscribe_alert>
        <eid_list>
          <eid>a6f1d061-8bcd-8ec7-1a73-b078fe2d416f</eid>
        </eid_list>
        <email>siarhei_rabtsau@epaml.com</email>
        <services>
        <service>crond</service>
        </services>
      </unsubscribe_alert>
    </alertm>
</data>
</packet>
```

Output

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/alertm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="15c4adf08b8t5f90r2c8" time="2009-10-21T13:10:49+0000">
<ns1:origin>alertm</ns1:origin>
<ns1:target>vzclient8271-a6f1d061-8bcd-8ec7-1a73-b078fe2d416f</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:alertm>
        <ns1:error>
            <ns1:code>4102</ns1:code>
            <ns1:message>Unsubscribe error: Subscription not found email:
siarhei_rabtsau@epaml.com, eid: a6f1d061-8bcd-8ec7-1a73-b078fe2d416f</ns1:message>
        </ns1:error>
    </ns2:alertm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

authm

Purpose:

User/group profile management, user authentication, realm management.

Types

dir_realmType

Summary:

Defines an LDAP directory-based realm (an LDAP-compliant directory such as AD or ADAM on Windows, or OpenLDAP on Linux).

Type specification:

Extends realmType (p. 60).

Adds the following elements:

Name	Min/Max	Type	Description
`address`	`1..1`	`string`	The IP address or the hostname of the server hosting the directory.
`port`	`1..1`	`int`	The TCP port at which the directory instance is listening for requests.
`base_dn`	`1..1`	`string`	Base DN. This is the top level of the directory tree.
`default_dn`	`1..1`	`string`	Default DN. This is the distinguished name of the default container where the user information is stored. The default DN allows you to pass the user name during login or other operations as a plain name instead of using a fully qualified DN. For example, let's say that the default DN is `CN=Users,DC=Mydomain` If the user name is passed as `TestUser` (for example), then Agent will automatically construct a full DN by adding the `TestUser` to the default DN.
`login`	`0..1`	`loginType`	Login information. This information is used to establish a connection with the directory instance to perform authentication. The user specified here must exist in the directory and should have sufficient rights to use the directory services.

security_principalType

Summary:

Contains information about a security principal.

Type specification:

Extends `auth_nameType` (p. 33)

Adds the following elements:

Name	Min/Max	Type	Description
`group`	`0..[]`	auth_nameType (p. 33)	A list of groups to which this user or group belongs. When adding a user or a group, this element is used to specify the groups to add the principal user/group to.
`member_group`	`0..[]`	auth_nameType (p. 33)	A list of member groups.
`member_user`	`0..[]`	auth_nameType (p. 33)	A list ot member users.
`data`	`0..1`		The user/group profile data.
`{`			
`attr`	`0..[]`	named_listType (p. 50)	Attributes and their values. The available attributes are determined by the "database" used. In an LDAP directory these would be the attributes of an object representing the user.
`}`			

sp_modType

Summary:

Used when modifying a user or a group.

Type specification:

Name	Min/Max	Type	Description
`name`	`0..1`	`base64Binary`	User/group name.
`domain`	`0..1`	`base64Binary`	Domain name.
`data`	`0..1`		Attributes.
`{`			
`mod`	`0..[]`	`modType` (p. 50)	A list of the user/group attributes. The values can be added, deleted, or replaced based on the specified operation type. See `modType` (p. 50) for details.
`}`			

Calls

Call	Description
add_group (p. 86)	Adds a new group to the specified realm.
add_user (p. 93)	Adds a new user to the specified realm.
edit_group (p. 543)	Modifies an existing group.
edit_user (p. 104)	Modifies an existing user.
add_to_group (p. 91)	Adds a user/group to other groups as a member.
del_from_group (p. 97)	Deletes a user/group from groups.
get_group (p. 541)	Retrieves group information.
get_user (p. 535)	Retrieves user information.
del_group (p. 532)	Deletes a group from the database.
del_user (p. 101)	Deletes a user from the database.
authenticate (p. 95)	Authenticates a user.
add_realm (p. 88)	Adds a new Realm definition to the Agent configuration.
del_realm (p. 100)	Deletes an existing Realm definition.
get_realm (p. 112)	Retrieves information about existing realms.
set_realm (p. 119)	Modifies the specified realm definition.
get_auth_name (p. 106)	Returns login information for the security account specified by the SID.
get_sid (p. 114)	Returns SID of the security account specified by the login info.

add_group

Summary:

Adds a new group to the specified Realm.

Request specification:

Name	Min/Max	Type	Description
`add_group`			
`{`			
`group`	`1..1`	`security_principalType` (p. 83)	The new group information.
`}`			

Returns:

OK/Error

Description:

The group name can be specified as a DN or as a plain name. If you specify a fully qualified distinguished name, the group will be created in the specified location in the directory tree. If you use a plain name, the group will be created using the specified name in the default container for this realm. To find out what the default DN is, use the `get_realm` call (p. 112).

Note: The call will try to create a new directory object of class `Group` (`objectClass=Group`). Your directory schema must have the `Group` class in it or the call will fail.

Example:

Creating a new group named `Test_Group` in the specified Realm. The group name is specified as a plain name so it will be created in the default container for this Realm.

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <add_group>
        <group>
          <name>VGVzdF9Hcm91cA==</name>
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
          <data>
            <attr>
              <name>description</name>
              <value>VGhpcyBpcyBhIHRlc3QgZ3JvdXA=</value>
            </attr>
          </data>
        </group>
      </add_group>
```

```
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="9c469dcebft6784r4b4"
time="2007-07-18T06:21:21+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns1:ok/>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</packet>
```

add_realm

Summary:

Adds a Realm definition to the Agent configuration.

Request specification:

Name	Min/Max	Type	Description
`add_realm`			
`{`			
`realm`	`1..1`	`realmType` (p. 60)	Realm information. Depending on the realm type, use the appropriate subtype of the `realmType` type (p. 60).
`password`	`0..1`	`base64Binary`	The password for the user account specified in the `login` portion of the `realm` structure above.
`}`			

Returns:

Name	Min/Max	Type	Description
`id`	`1..1`	`guid_type`	The new realm ID (automatically generated by Agent). The ID is universally unique.

Description:

When adding an LDAP directory realm, the call does not verify whether the values that you supply are valid or not. It verifies the basic syntax, but it doesn't actually try to connect to the directory. After you execute the call, you should check that you can connect to the directory and retrieve the data from it. For example, you can try getting a user information from with the `get_user` call (p. 116).

Note: When adding an LDAP directory Realm please make sure that the users in your directory are stored as objects of type `User` (`objectClass=User`) and that the groups are stored as objects of type `Group` (`objectClass=Group`). If the user and group objects use different classes, you will not be able to see or authenticate them in Agent.

Example:

The following example shows how to create a typical LDAP directory realm. The following table describes the parameters and their values used in the example.

Parameter	Value	Description
`type`	`1`	LDAP directory realm.

name	myrealm	Realm name.
address	192.168.0.117	The IP address of the server hosting the LDAP directory.
port	398	TCP port number on which the directory instance is listening for requests.
base_dn	dc=vzl	Base DN (the top level of the directory tree).
default_dn	cn=users,dc=vzl	Default DN (the default container in the directory where the user information is stored).
login/name	cn=pvaagent,dc=VZL	The DN of the user that will be used to connect to the directory instance to perform authentications.
password	bXlwYXNz	The password for the user specified in the `login/name` parameter above.

Input

```
<packet xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <add_realm>
        <realm xsi:type="ns4:dir_realmType">
           <type>1</type>
           <name>myrealm</name>
           <address>192.168.0.117</address>
           <port>398</port>
           <base_dn>dc=vzl</base_dn>
           <default_dn>cn=users,dc=vzl</default_dn>
           <login>
             <name>Y249dnphZ2VudCxkYz1WWkw=</name>
           </login>
         </realm>
         <password>bXlwYXNz</password>
      </add_realm>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="8c460a8b7ft6952r350"
time="2007-03-21T12:21:57+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:id>18e8c5f0-e656-4144-864c-0520275a4bd1</ns2:id>
  </ns2:authm>
</ns1:data>
```

```
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

add_to_group

Summary:

Add a user or a group to other groups as a member.

Request specification:

Name	Min/Max	Type	Description
`add_to_group`	`1..1`	`auth_nameType` (p. 33)	The inherited `auth_nameType` portion is used to specify the user/group to add to other groups as a member.
`{`			
`group`	`1..[]`	`auth_nameType` (p. 33)	Parent groups. The specified user or group will be added as a member to these groups.
`}`			

Returns:

OK/Errors.

Description:

The call adds a user or a group to another group or to multiple groups. This call works only with the users and groups that already exist. To create a new user or a group and add it to another group at the same time, use the `add_user` (p. 93) or `add_group` (p. 86) calls.

Example:

Adding a user `Test_User` from the default realm to the `Administrators` group.

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <add_to_group>
        <name>VGVzdF9Vc2Vy</name>
        <realm>00000000-0000-0000-0000-000000000005</realm>
        <group>
          <name>VGVzdF9Hcm91cA==</name>
          <realm>00000000-0000-0000-0000-000000000005</realm>
        </group>
      </add_to_group>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="36c4ae00f60t4dc8r2c8" time="2009-10-22T07:53:34+0000">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient60-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:authm>
        <ns1:ok/>
    </ns2:authm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

add_user

Summary:

Adds a new user to the specified realm.

Request specification:

Name	Min/Max	Type	Description
`add_user`			
{			
`user`	`1..1`	`security_principalType` (p. 83)	The new user information.
`password`	`1..1`	`base64Binary`	A password to set for the new user.
}			

Returns:

OK/Error

Description:

The user name can be specified as a distinguished name (DN) or as a plain name. If you use a fully qualified DN, the user will be created in the specified location in the directory tree. If you use just a plain name, the user will be created in the default container for this realm. To find out what the default DN is, use the `get_realm` call (p. 112).

Note: The call will try to create a new directory object of class `User` (`objectClass=User`). Your directory schema must have the `User` class in it or the call will fail.

Example:

Creating a new user named `Test_User` in the specified realm. The user name is specified as a plain name so it will be created in the default container for this Realm.

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <add_user>
        <user>
          <name>VGVzdF9Vc2Vy</name>
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
          <data>
            <attr>
              <name>description</name>
              <value>VGhpcyBpcyBhIHRlc3QgdXNlcg==</value>
            </attr>
```

```
          </data>
        </user>
        <password>bXlwYXNzd2Q=</password>
      </add_user>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="23c469e077at4db7r4b4"
time="2007-07-18T08:57:51+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns1:ok/>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</packet>
```

authenticate

Summary:

Authenticates the specified user.

Request specification:

Name	Min/Max	Type	Description
`authenticate`	`1..1`	`auth_nameType` (p. 33)	The inherited `auth_nameType` portion is used to specify the user login information.
`{`			
`password`	`1..1`	`base64Binary`	The password of the user account specified in the `auth_nameType` portion.
`}`			

Returns:

Name	Min/Max	Type	Description
`token`	`1..1`	`tokenType` (p. 66)	The security token for the user.

Returns error if the user credentials are invalid.

Description:

The call authenticates a user against the specified realm. Unlike the system/login call (p. 606), this call does not log the user in and does not create a session for the user. It simply verifies the identity of the user and, in case of success, returns the user security information.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <authenticate>
        <name>VGVzdF9Vc2Vy</name>
        <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        <password>bXlwYXNz</password>
      </authenticate>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="38c4ae0120ft66bbr2c8" time="2009-10-22T08:05:00+0000">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient60-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:authm>
        <ns2:token xsi:type="ns3:tokenType">
            <ns3:user>AQUAAAAAIAERFULeKciOQr59KBZnje7JAQAAAA==</ns3:user>
            <ns3:groups>
                <ns3:sid>AQUAAAAAIAERFULeKciOQr59KBZnje7JAQAAAA==</ns3:sid>
                <ns3:sid>AQUAAAAAIAGvZxwyACmNS7W3n7IpoA6KAQAAAA==</ns3:sid>
            </ns3:groups>
            <ns3:deny_only_sids/>
            <ns3:privileges/>
            <ns3:name xsi:type="ns3:auth_nameType">
                <ns3:name>VGVzdF9Vc2Vy</ns3:name>
                <ns3:realm>00000000-0000-0000-0000-000000000005</ns3:realm>
            </ns3:name>
        </ns2:token>
    </ns2:authm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

del_from_group

Summary:

Remove a user or a group from a group.

Request specification:

Name	Min/Max	Type	Description
`del_from_group`	`1..1`	`auth_nameType` (p. 33)	The member user or member group information.
`{`			
`group`	`1..[]`	`auth_nameType` (p. 33)	The list of the groups to remove the specified user/group from.
`}`			

Returns:

OK/Errors.

Description:

The call removes the specified user or group from the specified group(s). To delete a user or a group from the database (realm), use `del_user` (p. 101) or `del_group` (p. 99).

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <del_from_group>
        <name>VGVzdF9Vc2Vy</name>
        <realm>00000000-0000-0000-0000-000000000005</realm>
        <group>
          <name>Q049QWRtaW5pc3RyYXRvcnMsQ049Um9sZXMsREM9U1dB</name>
          <realm>00000000-0000-0000-0000-000000000005</realm>
        </group>
      </del_from_group>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="39c4ae01815t428br2c8" time="2009-10-22T08:30:42+0000">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient60-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
```

```
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:authm>
        <ns1:ok/>
    </ns2:authm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

del_group

Summary:

Deletes the specified group from the specified realm.

Request specification:

Name	Min/Max	Type	Description
`del_group`			
{			
`group`	`0..1`	`auth_nameType` (p. 33)	The group information.
}			

Returns:

OK/Errors

Description:

The `del_group` call deletes the specified group from the specified realm. If the group has member users and/or groups, their membership will be automatically revoked.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <del_group>
        <group>
          <name>Q049VGVzdF9Hcm91cCxDTj1Sb2xlcyxEQz1TV0E=</name>
          <realm>3f15a4a2-14e0-17da-b387-599bc36ee36d</realm>
        </group>
      </del_group>
    </authm>
  </data>
</packet>
```

Output

```
<packet id="2" version="4.0.0">
  <origin>authm</origin>
  <target>vzclient1</target>
  <dst>
    <director>gend</director>
  </dst>
  <data>
    <authm>
      <ok/>
    </authm>
  </data>
```

```
  <src>
    <director>opd</director>
  </src>
</packet>
```

del_realm

Summary:

Deletes an existing realm definition from the Agent configuration.

Request specification:

Name	Min/Max	Type	Description
del_realm			
{			
id	1..1	guid_type	The ID of the realm to remove.
}			

Returns:

OK/Errors.

Description:

The call deletes the specified realm definition from the Agent configuration. It does not physically delete the "database" (i.e. an LDAP directory instance), so the user data stored in it will not be affected. You can recreate the realm definition using the same directory at any time if you wish.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <del_realm>
        <id>453a0163-8abd-4e38-a04f-fe67d0c48b97</id>
      </del_realm>
    </authm>
  </data>
</packet>
```

del_user

Summary:

Permanently deletes the specified user(s) from their respective realms.

Call specification:

Name	Min/Max	Type	Description
`del_user`			
`{`			
`user`	`1..[]`	`auth_nameType` (p. 33)	The list of users to delete. You can delete multiple users from multiple realms at the same time -- simply specify the user name and the appropriate realm ID in each instance of the structure.
`}`			

Returns:

OK/Errors

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <del_user>
        <user>
          <name>VGVzdF9Vc2Vy</name>
          <realm>3f15a4a2-14e0-17da-b387-599bc36ee36d</realm>
        </user>
      </del_user>
    </authm>
  </data>
</packet>
```

edit_group

Summary:

Modifies an existing group.

Request specification:

Name	Min/Max	Type	Description
`edit_group`	`1..1`	`auth_nameType` (p. 33)	The `auth_nameType` portion of the request specification is used to specify the name/domain/realm information about the group that you would like to modify.
`{`			
`group`	`1..1`	`sp_modType` (p. 84)	The new group information. Includes the name and the group attributes. The attribute values can be added, deleted, or replaced based on the specified operation type. See `sp_modType` (p. 81) for details.
`}`			

Returns:

OK/Errors.

Example:

The following example modifies the `description` attribute value of the specified group.

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <edit_group>
        <name>VGVzdF9Hcm91cA==</name>
        <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        <group>
          <data>
            <mod>
              <type>description</type>
              <value>VGhpcyBpcyBhIG5ldyBkZXNjcmlwdGlvbg==</value>
              <op>2</op>
            </mod>
          </data>
        </group>
      </edit_group>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="11c460a9dc5t2ea6r350"
time="2007-03-21T13:10:28+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns1:ok/>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

edit_user

Summary:

Modifies an existing user.

Request specification:

Name	Min/Max	Type	Description
`edit_user`	`1..1`	`auth_nameType` (p. 33)	The `auth_nameType` portion of the request specification is used to specify the name/domain/realm information about the user that you would like to modify.
`{`			
`user`	`1..1`	`sp_modType` (p. 84)	The new user information. Includes the user name and the user attributes. The attribute values can be added, deleted, or replaced based on the specified operation type. See `sp_modType` (p. 81) for details.
`password`	`0..1`	`base64Binary`	New password.
`}`			

Returns:

OK/Error.

Example:

Modifying the existing user name and the value of the `description` attribute.

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <edit_user>
        <name>VGVzdF9Vc2Vy</name>
        <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        <user>
          <name>Sm9obiBEb2U=</name>
          <data>
            <mod>
              <name>description</name>
              <value>Sm9obiBEb2UgdXNlcg==</value>
              <op>2</op>
            </mod>
          </data>
        </user>
      </edit_user>
    </authm>
```

```
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="14c460a9eeft7e87r350"
time="2007-03-21T13:13:36+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns1:ok/>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_auth_name

Summary:

Returns login information for the security account specified by its SID.

Request specification:

Name	Min/Max	Type	Description
get_auth_name			
{			
sid	1..1	sidType (p. 30)	Security ID (SID).
realm	0..1	guid_type (p. 29)	The ID of the realm in which you would like to search for the user.
}			

Returns:

Name	Min/Max	Type	Description
auth_name	1..1	auth_nameType (p. 33)	The security account login information.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <get_auth_name>
        <sid>AQQAAAAAAAXoAwAAQSVagwTHaUu6mzyE</sid>
        <realm>b5945e8a-68f9-48c2-827c-96af9549e46b</realm>
      </get_auth_name>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="39c461cde46t63cbr1d8"
time="2007-04-11T13:10:39+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient13</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:auth_name xsi:type="ns3:auth_nameType">
      <ns3:name>QWRtaW5pc3RyYXRvcgA=</ns3:name>
      <ns3:realm>b5945e8a-68f9-48c2-827c-96af9549e46b</ns3:realm>
```

```
    </ns2:auth_name>
    <ns2:type>1</ns2:type>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_group

Summary:

Retrieves group information from the specified realm.

Request specification:

Name	Min/Max	Type	Description
`get_group`			
`{`			
`[`	`1..1`		Denotes a choice between the `group` and the `attr` elements. You have to include one of them, you cannot execute the call without any parameters.
`group`	`1..1`	`auth_nameType` (p. 33)	The group to retrieve the information for. The group is specified by supplying the group name, domain, and realm information. Omit the `name` parameter to retrieve all groups from the specified realm. If the name is included, only the information for the specified group will be retrieved.
`attr`	`1..1`	`none`	This parameter can be used to search for a group or multiple groups having a particular attribute set to a particular value. This applies only to the groups stored in an LDAP directory.
`{`			
`name`	`1..1`	`string`	Attribute name.
`value`	`1..1`	`base64Binary`	Attribute value.
`realm`	`1..1`	`guid_type` (p. 29)	The ID of the realm to conduct the search in.
`}`			
`]`			
`attrs`	`0..1`	`none`	The group attributes to include in the result set. Omit this element to retrieve just the names of a group (or groups) without any attributes. Omit the `name` element (below) to retrieve all available attributes.
`{`			

name	0..[]	string	The list of attributes to include in the result set. If a group doesn't have a particular attribute value set, the attribute will not be listed for that group.
}			
}			

Returns:

Name	Min/Max	Type	Description
group	1..[]	security_principalType (p. 83)	Group information.

Description:

The call retrieves the group information from the specified realm. The following actions are possible depending on the options selected:

- Retrieving the list of all groups from the specified realm. This is achieved by including the `group` element and specifying the realm ID.
- Retrieving the information for the specified group. This is achieved by including the `group` element and specifying the group name and the realm ID.
- Searching for a group or multiple groups based on the value of an attribute of a group. For this, include the `attr` element and specify the attribute name and value, and the realm ID to conduct the search in.

Note: If you are using an external LDAP directory, you have to make sure that the groups are stored as objects of class `Group` (`objectClass=Group`). If the group objects in your directory use a different class, the `get_group` call will not find them.

Example:

Retrieving the list of all groups from the specified realm. Requesting to include the value of the `description` attribute for every group in the result set.

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <get_group>
        <group>
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        </group>
        <attrs>
          <name>description</name>
        </attrs>
      </get_group>
    </authm>
  </data>
```

```
</packet>
```

Output

```
<packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="14c469df342t26e9r4b4"
time="2007-07-18T08:01:55+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:group>
      <ns2:data>
        <ns2:attr>
          <ns2:name>description</ns2:name>
          <ns2:value>VGhpcyBpcyBhIHRlc3QgZ3JvdXA=</ns2:value>
        </ns2:attr>
      </ns2:data>
      <ns3:name>VGVzdF9Hcm91cA==</ns3:name>
      <ns3:realm>3e761571-6607-1344-a064-a42679da8ed9</ns3:realm>
    </ns2:group>
    <ns2:group xsi:type="ns3:auth_nameType">
      <ns3:name>VmlydHVvenpvIENvbnRyb2wgQ2VudGVyIFVzZXJz</ns3:name>
      <ns3:realm>3e761571-6607-1344-a064-a42679da8ed9</ns3:realm>
    </ns2:group>
    <ns2:group>
      <ns2:data>
        <ns2:attr>
          <ns2:name>description</ns2:name>
          <ns2:value>VlpBZ2VudCBhZG1pbmlzdHJhdG9ycyBncm91cA==</ns2:value>
        </ns2:attr>
      </ns2:data>
      <ns3:name>Y249dnphZG1pbmlzdHJhdG9ycyxjbj1CdWlsdGluLGRjPVZaTA==</ns3:name>
      <ns3:realm>3e761571-6607-1344-a064-a42679da8ed9</ns3:realm>
    </ns2:group>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</packet>
```

The next example demonstrates how to search for a group based on the value of a group attribute. Here, we are searching for a group with the `description` attribute set to "Agent administrators group".

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <get_group>
        <attr>
          <name>description</name>
          <value>VlpBZ2VudCBhZG1pbmlzdHJhdG9ycyBncm91cA==</value>
```

```
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        </attr>
      </get_group>
    </authm>
  </data>
</packet>
```

Output

```
<packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="14c469df342t26e9r4b4"
time="2007-07-18T08:01:55+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:group>
      <ns3:name>Y249dnphZG1pbmlzdHJhdG9ycyxjbj1CdWlsdGluLGRjPVZaTA==</ns3:name>
      <ns3:realm>3e761571-6607-1344-a064-a42679da8ed9</ns3:realm>
    </ns2:group>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</packet>
```

get_realm

Summary:

Retrieves the list of the available Realms from the current Agent configuration.

Request specification:

Name	Min/Max	Type	Description
`get_realm`	`1..1`		

Returns:

Name	Min/Max	Type	Description
`realms`			
`{`			
`realm`	`1..[]`	`realmType` (p. 60)	The list of the available realms. The appropriate data type will be used for a particular realm type (LDAP, System, etc.). See the subtypes of the `realmType` type (p. 60) for the available realm types.
`}`			

Description:

Use this call to retrieve the list of realms to present to the user during login (p. 508) or any other operation requiring the realm ID as an input parameter. To get the list of realms during the initial login to the system (p. 606), use the `system/get_realm` call (p. 597).

Example:

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <get_realm/>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/dirm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="23c4adff204tbb3r2c8" time="2009-10-22T05:48:20+0000">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient60-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
```

```
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:authm>
        <ns2:realms>
            <ns2:realm xsi:type="ns3:realmType">
                <ns3:builtin/>
                <ns3:name>System</ns3:name>
                <ns3:type>0</ns3:type>
                <ns3:id>00000000-0000-0000-0000-000000000000</ns3:id>
            </ns2:realm>
            <ns2:realm xsi:type="ns3:realmType">
                <ns3:builtin/>
                <ns3:name>Parallels Internal</ns3:name>
                <ns3:type>4</ns3:type>
                <ns3:id>00000000-0000-0000-0000-000000000005</ns3:id>
            </ns2:realm>
            <ns2:realm xsi:type="ns3:realmType">
                <ns3:builtin/>
                <ns3:name>Parallels Agent Internal</ns3:name>
                <ns3:type>-1</ns3:type>
                <ns3:id>00000000-0000-0000-0000-000000000006</ns3:id>
            </ns2:realm>
            <ns2:realm xsi:type="ns4:dir_realmType">
                <ns4:login>
                    <ns4:domain>cWEuc3cucnU=</ns4:domain>
                    <ns4:name>YWRtaW5pc3RyYXRvcg==</ns4:name>
                    <ns4:realm>f3ddc2f0-0b5e-4220-b6a8-a26616ff3548</ns4:realm>
                </ns4:login>
                <ns3:name>DataBase</ns3:name>
                <ns3:type>1</ns3:type>
                <ns3:id>f3ddc2f0-0b5e-4220-b6a8-a26616ff3548</ns3:id>
                <ns4:address>base.sw.ru</ns4:address>
                <ns4:port>389</ns4:port>
                <ns4:base_dn>sw.ru</ns4:base_dn>
                <ns4:default_dn>sw.ru</ns4:default_dn>
            </ns2:realm>
        </ns2:realms>
    </ns2:authm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

get_sid

Summary:

Returns SID of the security account specified by the login info.

Request specification:

Name	Min/Max	Type	Description
get_sid			
{			
auth_name	1..1	auth_nameType (p. 33)	The login information of the security account to search for.
}			

Returns:

Name	Min/Max	Type	Description
sid	1..1	sidType (p. 30)	Security ID.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>authm</target>
  <data>
    <authm>
      <get_sid>
        <auth_name>
          <name>VGVzdF9Vc2Vy</name>
          <realm>00000000-0000-0000-0000-000000000005</realm>
        </auth_name>
      </get_sid>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="17c460aa333t99r350"
time="2007-03-21T13:25:05+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykBIAAA9QEAAA==</ns2:sid>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
```

```
</ns1:src>
</ns1:packet>
```

get_user

Summary:

Retrieves user information from the specified realm.

Request specification:

Name	Min/Max	Type	Description
`get_user`	`1..1`		
`{`			
`[`	`1..1`		Denotes a choice between the `user` and the `attr` elements.
`user`	`1..1`	`auth_nameType` (p. 33)	The user to retrieve the information for. The user is specified by supplying the user name, domain, and realm information. Omit the `name` parameter to retrieve all users from the specified realm. If the name is included, only the information for the specified user will be retrieved.
`attr`	`1..1`		This parameter can be used to search for a user or multiple users having a particular attribute set to a particular value. This applies only to the users stored in an LDAP directory.
`{`			
`name`	`1..1`	`string`	The name of the attribute to search for.
`value`	`1..1`	`base64Binary`	Attribute value.
`realm`	`1..1`	`guid_type` (p. 29)	The ID of the realm to conduct the search in.
`}`			
`]`			
`attrs`	`0..1`	`none`	The user attributes to include in the result set. Omit this element to retrieve just the names of a user (or users) without any attributes. Omit the `name` element (below) to retrieve all available attributes.
`{`			
`name`	`0..[]`	`string`	The list of attributes to include in the result set. If a user doesn't have a particular attribute value set, the attribute will not be listed for that user.
`}`			
}			

Returns:

Name	Min/Max	Type	Description
`user`	`1..[]`	`security_principalType` (p. 83)	User information.

Description:

The call retrieves the user information from the specified realm. The following actions are possible depending on the options selected:

- Retrieving the list of all users from the specified realm. This is achieved by including the `user` element and specifying the realm ID.
- Retrieving the information for the specified user. This is achieved by including the `user` element and specifying the user name and the realm ID.
- Searching for a user or multiple users based on the value of an attribute of a user. For this, include the `attr` element and specify the attribute name and value, and the realm ID to conduct the search in.

Note: If you are using an external LDAP directory, you have to make sure that the users are stored as objects of class `User` (`objectClass=User`). If the user objects in your directory use a different class, the `get_user` call will not find them.

Example:

Retrieving the list of all users from the specified realm. Requesting to include the value of the `description` attribute for every user in the result set.

Input

```
<packet version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <get_user>
        <user>
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        </user>
        <attrs>
          <name>description</name>
        </attrs>
      </get_user>
    </authm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="24c469e07f4t1547r4b4"
time="2007-07-18T08:59:11+0000" priority="0" version="4.0.0">
<ns1:origin>authm</ns1:origin>
<ns1:target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:authm>
    <ns2:user>
      <ns2:data>
        <ns2:attr>
          <ns2:name>description</ns2:name>
          <ns2:value>VGhpcyBpcyBhIHRlc3QgdXNlcg==</ns2:value>
        </ns2:attr>
      </ns2:data>
      <ns3:name>VGVzdF9Vc2Vy</ns3:name>
      <ns3:realm>3e761571-6607-1344-a064-a42679da8ed9</ns3:realm>
    </ns2:user>
  </ns2:authm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</packet>
```

set_realm

Summary:

Modifies the specified realm definition.

Request specification:

Name	Min/Max	Type	Description
`set_realm`			
`{`			
`realm`	`1..1`	`realmType` (p. 60)	Realm information. Depending on the realm type, use the appropriate subtype of the `realmType` type (p. 60). The `realm/id` parameter is mandatory and must contain the ID of the realm that you would like to modify.
`password`	`0..1`	`base64Binary`	The password for the user account specified in the `login` portion of the `realm` structure above.
`}`			

Returns:

OK/Error.

Description:

The `set_realm` call allows to modify parameters that define an existing realm. You can change realm name, connection parameters (address, port, etc.), login parameters, and password. For more information on individual realm parameters see the `add_realm` call (p. 88).

Example:

Input

```
<packet xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>authm</target>
  <data>
    <authm>
      <set_realm>
        <realm xsi:type="ns4:dir_realmType">
           <id>18e8c5f0-e656-4144-864c-0520275a4bd1</id>
           <type>1</type>
           <name>myrealm</name>
           <address>192.168.0.117</address>
           <port>398</port>
           <base_dn>dc=vzl</base_dn>
           <default_dn>cn=users,dc=vzl</default_dn>
```

```
          <login>
            <name>Y249dnphZ2VudCxkYz1WWkw=</name>
          </login>
        </realm>
        <password>bXlwYXNz</password>
      </set_realm>
    </authm>
  </data>
</packet>
```

backup_storagem

Purpose:

The `backup_storagem` interface provides calls for configuring a backup storage.

Specification:

The interface is derived from the `data_storagem` interface (p. 195).

Calls

Call	Description
get_storage_config (p. 197)	Retrieves backup storage configuration.
set_storage_config (p. 197)	Sets backup storage configuration.

backupm

Purpose:

The backup management interface.

Types

backup_dataType

Summary:

Basic backup information. Used in `get_info` call (p. 156).

Type specification:

The type has no elements.

Subtypes:

`env_backup_dataType` (p. 127)

backup_options_baseType

Summary:

Base type for backup options.

Type specification:

The type has no elements.

Subtypes:

`backup_optionsType` (p. 122)

backup_optionsType

Summary:

Backup options.

Type specification:

Extends `backup_options_baseType` (p. 121)

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`0..1`	`int`	Backup type: `0` -- Full (default). A full backup is a starting point for all other backup types. You may define the files and folders to be backed up using the include/exclude options (see below). `1` -- Incremental. Only the files that have changed since the latest full, incremental, or differential backup are included. When restoring from an incremental backup, you'll need the latest full backup as well as every incremental and/or differential backup that you've made since the last full backup. `2` -- Differential. Only the files that have changed since the last full backup are included. When restoring from a differential backup, only the latest differential backup itself and the latest full backup is needed.
`policy`	`0..1`		Backup policy.
`{`			
`  ignore_error`	`0..1`	`none`	A flag indicating not to stop on error when backing up multiple servers. If an individual server backup fails, the operation will proceed with the next server in the list.

ignore_unexistent	0..1	none	A flag indicating not to produce an error if one of the servers in the list does not exist. If this element is absent and the list contains an invalid Server ID, the batch backup operation will stop with an error.
}			
remove	0..1		If present, defines the old backup of the specified server to be removed from the backup server.
{			
backup	0..1	string	Backup ID to remove. If this element is absent, the oldest backup from this sequence will be removed.
}			
include_list	0..1		Files and directories to include in the backup. Use this option when you want to backup only the select files and directories.
{			
path	1..[]	base64Binary	A list of files and directories to include in the backup. Wildcards are permitted.
}			
exclude_list	0..1	exclude_listType (p. 129)	Files and directories to exclude from the backup. The list provides various options that can be used individually or in any combination.
compression	0..1	int	Compression level: 0 -- no compression 1 -- normal (default) 2 -- high 3 -- maximum
description	0..1	base64Binary	Backup description.

backupid_type

Summary:

Backup ID.

Type specification:

Restriction: `ds_object_path_type` (p. 196)

backupm_configType

Summary:

Contains the backup configuration information.

Type specification:

Name	Min/Max	Type	Description
backup_server	1..1	connection_infoType (p. 34)	Backup server connection information.
chain_length	0..1	int	Maximum number of incremental backups in any given backup sequence. When this number is exceeded, a new backup sequence must be started beginning with a full backup.
chain_days	0..1	int	Maximum number of days an incremental backup sequence may continue uninterrupted. When this number is exceeded, a new sequence must be started beginning with a new backup.
keep_max	0..1	int	The maximum number of backup archives for a given server that should be kept on the backup server. When this number is exceeded, the oldest backup file is automatically removed on every successful new backup.
compression	0..1	int	The default compression level. See backup_optionsType (p. 122) for the available compression levels.
type	0..1	int	Default backup type. See backup_optionsType (p. 122) for the list of backup types.
pe_backups_limit	0..1	none	The maximum number of backups a user can perform on a single server, be it a Parallels Virtuozzo for Linux/Windows, or Parallels Server physical server.

backupType

Summary:

Backup information.

Type specification:

Extends `ds_object_infoType` (p. 196)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`description`	`0..1`	`base64Binary`	Backup description.
`count`	`1..1`	`int`	The total number of backups for this server in this storage.
`capability`	`0..1`		Backup capabilities. Specifies miscellaneous backup properties.
`{`			
`  browsable`	`0..1`	`none`	A flag indicating that the contents of this backup can be listed using the `filer/list` call (p. 284), and can be restored using the `selective_restore_env` call (p. 146).
`}`			

env_backup_dataType

Summary:

Contains a server-specific backup information. Used in `get_info` call (p. 156).

Type specification:

Extends `backup_dataType` (p. 121)

Adds the following elements:

Name	Min/Max	Type	Description
`env`	`0..1`	`envType` (p. 39)	The server information.
`include_list`	`0..1`		A list of files and directories that were listed in the `include_list` element in the original backup request (p. 122).
`{`			
`path`	`1..[]`	`base64Binary`	Pathnames (may contain wildcards).
`}`			
`exclude_list`	`0..1`	`exclude_listType` (p. 129)	A list of files and directories that were listed in the `exclude_list` element in the original backup request (p. 122).

get_env_info_optionsType

Summary:

Server-specific options for `get_info` call (p. 156).

Type specification:

Extends `get_info_optionsType` (p. 129)

Adds the following elements:

Name	Min/Max	Type	Description
`env`	`0..1`	`none`	If this element is present, the `get_info` call returns the full server information.
`excludes`	`0..1`	`none`	If present, the `get_info` call returns the names of files and directories that were included in or excluded from the backup. See `exclude_list` and `include_list` in `backup_optionsType` (p. 122) for more info.

exclude_listType

Summary:

Contains files and directories to exclude from backup.

Type specification:

Name	Min/Max	Type	Description
`path`	`0..[]`	`base64Binary`	List of files and directories to exclude from backup.
`hidden`	`0..[]`	`none`	If this element is present, all hidden files will be excluded from the backup.
`system`	`0..1`	`none`	If this element is present, all system files will be excluded from the backup. This option may not be available for all server types. You can check whether this option is available or not for a particular server type by searching the Agent vocabulary for the `backup.exclude.system` entry. If the entry is present, then the feature is available. To retrieve the vocabulary, use the `get_vocabulary` call (p. 603).

get_info_optionsType

Summary:

Basic options for `get_info` call (p. 156).

Type specification:

This is an abstract type. Use the appropriate subtype of this type when executing the `get_info` call (p. 156).

Subtypes:

`get_env_info_optionsType` (p. 128)

list_optionsType

Summary:

Backup list retrieval options.

Type specification:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Server ID to list the backups for.
`latest`	`0..1`	`none`	If this element is present, only the latest backup for each existing Container (or the Container specified in the `eid` element above) will be included in the result. If this element is omitted, the list will contain all of the available backups -- old and new.
`info`	`0..1`	`none`	If this element is present, the additional backup information will be retrieved, if available. The information will be included in the `info` element of the `backup` return structure (p. 149).
`storage_eid`	`0..1`	`eid_type` (p. 29)	The Server ID of the slave Node in the Virtuozzo group from which to retrieve the list of backups. The parameter can be used only when the `list` call (p. 149) is executed on the Master Node in the group. When retrieving a list of backups from a standalone Hardware Node, this parameter has no effect.

remove_optionsType

Summary:

Backup removal options.

Type specification:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Server ID. If this element is included, the `remove` call (p. 152) will search for all backups of the specified server and will remove all of them.
`prev`	`0..1`	`none`	If this element is included, and the `backup_id` element of the `remove` call (p. 152) is included as well, the call will find and remove all prior backups of the same server that the specified `backup_id` belongs to. In all other cases, the element is ignored.

restore_optionsType

Summary:

Backup restoration options.

Type specification:

Name	Min/Max	Type	Description
`force`	`0..1`	`none`	Force the restore operation. If the element is present, the procedure will try to resolve potential conflicts, or ignore them if no resolution is possible. The conflicts may arise due to a duplicate server name or a Virtuozzo Container ID (veid).

search_optionsType

Summary:

Backup search options.

Type specification:

Name	Min/Max	Type	Description
`hostname`	`0..1`	`string`	Server hostname (wildcards supported).
`ip`	`0..1`	`string`	Server IP address. (wildcards supported).
`start_date`	`0..1`	`datetimeType`	Search with specified backup creation date range.
`end_date`	`0..1`	`datetimeType`	Search with specified backup creation date range.

selective_restore_optionsType

Summary:

Selective restore options.

Type specification:

Name	Min/Max	Type	Description
`skip_locked`	`0..1`	`none`	If this element is included, the restore operation will not stop on error while trying to restore a locked file. If the element is omitted, an attempt to restore a locked file will produce an error and the entire operation will be canceled.

Calls

Call	Description
backup_env (p. 134)	Backs up a server.
restore_env (p. 141)	Restores a server.
selective_restore_env (p. 146)	Selectively restores individual files from a backup.
list (p. 149)	Retrieves backup information.
remove (p. 152)	Removes a backup.
search (p. 154)	Searches for a server backup.
get_info (p. 156)	Gets extended information about a backup.
set_config (p. 157)	Sets the backup manager configuration.
get_config (p. 159)	Retrieves the backup manager configuration information.

backup_env

Summary:

Backs up a server. You may specify multiple servers to back up at the same time.

Request specification:

Name	Min/Max	Type	Description
backup_env			
{			
env_list	1..1	eid_listType (p. 36)	Servers to backup.
backup_options	0..1	backup_options_baseType (p. 121)	Backup options.
backup_server	0..1	connection_infoType (p. 34)	Backup server connectivity information for remote backups. If this element is omitted, the default backup server configuration will be used. To retrieve the default configuration, use the get_configuration (p. 585) call.
}			

Returns:

Name	Min/Max	Type	Description
backup	0..[]	backupType (p. 126)	Backup details. When backing up multiple servers, a mix of the backup and error information may be returned.

Description:

The call provides a set of options that allow you to control the backup operation. The options include replacing a specific old backup archive, backing up only the directories that you need, excluding the files and directories that you don't need, setting the compression level, and others. See backup_optionsType (p. 122) for the complete list of options.

Since a backup operation can take a significant amount of time, you may optionally include the progress="on" attribute and specify the packet ID to receive the progress information. The progress information will be sent to your client program via a series of responses using the progress packet (p. 616).

Example:

Performing a full backup of the specified Virtuozzo Container. Setting a compression level to "high". Backing up to the default defined backup server.

Input

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"  version="4.0.0"  progress="on"
log="on" id="2">
  <ns1:target>backupm</ns1:target>
  <ns1:data>
    <ns1:backupm>
        <ns1:backup_env>
        <ns1:env_list>
          <ns1:eid>ced92df6-3921-f74c-a221-43045c9c568d</ns1:eid>
        </ns1:env_list>
        <ns1:backup_options xsi:type="ns2:backup_optionsType">
          <ns2:type>0</ns2:type>
          <ns2:compression>2</ns2:compression>
          <ns2:description>RnVsbCBiYWNrdXAgMjAwNy0wMS0xMg==</ns2:description>
        </ns1:backup_options>
        </ns1:backup_env>
    </ns1:backupm>
  </ns1:data>
</ns1:packet>
```

Progress Messages

The following are some of the progress messages that we received in this example (the actual XML packets are not listed here for brevity):

```
Operation backup_env is started
Checking parameters
Dumping quota
Backup storage: preparing to backup
Adjusting backup type (full)
Backup storage: receiving backup file
Backing up private area.

// Some progress percent messages were received here...
Percent: 2
...
Percent: 54
...
Percent: 99
....

Backup storage: storing private backup data
Backup storage: filling resultant backup info
```

The following is the actual example of a packet containing a progress message.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2" time="2007-02-
16T16:14:04+0000" type="1" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
```

```
  <ns1:progress>
    <ns1:op>backupm.backup_env</ns1:op>
    <ns1:message>
      <ns1:message>T3BlcmF0aW9uICVvcF9uYW1lJSBpcyAlc3RhdHVzJQ==</ns1:message>
      <ns1:name></ns1:name>
      <ns1:translate/>
      <ns1:parameter>
        <ns1:message>YmFja3VwX2Vudg==</ns1:message>
        <ns1:name>op_name</ns1:name>
      </ns1:parameter>
      <ns1:parameter>
        <ns1:message>c3RhcnRlZA==</ns1:message>
        <ns1:name>status</ns1:name>
        <ns1:translate/>
      </ns1:parameter>
    </ns1:message>
    <ns1:status>1</ns1:status>
  </ns1:progress>
</ns1:data>
<ns1:target>log_subscription</ns1:target>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Output

The following is a packet received on the backup operation completion. The packet contains the backup information, including the information about the server that was backed up, the backup ID, backup archive size, backup type, and other info.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/progress_event"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2010-11-26T02:37:50+0000" id="cc4cefc662t5af1r4c4">
<origin>backupm</origin>
<target>vzclient23-89bc4bb1-6e87-6271-fd2e-a332696dae7a</target>
<dst>
        <director>gend</director>
</dst>
<data>
        <progress>
                <op>backupm.backup_env</op>
                <message xsi:type="ns3:infoType">

<message>T3BlcmF0aW9uIHdpdGggdGhlIENvbnRhaW5lciAlZW52JSBpcyAlc3RhdHVzJQ==</message>
                        <name></name>
                        <translate/>
                        <parameter>
                                <message>JXRpdGxlJQ==</message>
                                <name>env</name>
                                <translate/>
                                <parameter>

<message>Y2VkOTJkZjYtMzkyMS1mNzRjLWEyMjEtNDMwNDVjOWM1Njhk</message>
                                        <name>eid</name>
                                        <translate/>
                                </parameter>
                                <parameter>
```

```
                                        <message>IzExMQ==</message>
                                        <name>title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>dmlydHVvenpv</message>
                                        <name>type</name>
                                        <translate/>
                                </parameter>
                        </parameter>
                        <parameter>
                                <message>YmFja3VwbS5iYWNrdXBfZW52</message>
                                <name>op_name</name>
                        </parameter>
                        <parameter>
                                <message>JXRpdGxlJQ==</message>
                                <name>source_env</name>
                                <translate/>
                                <parameter>

<message>ODliYzRiYjEtNmU4Ny02MjcxLWZkMmUtYTMzMjY5NmRhZTdh</message>
                                        <name>eid</name>
                                        <translate/>
                                </parameter>
                                <parameter>

<message>UFZBNHdpbnNlcnYubWVnYXdpbjYuc3cucnU=</message>
                                        <name>title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>Z2VuZXJpYw==</message>
                                        <name>type</name>
                                        <translate/>
                                </parameter>
                        </parameter>
                        <parameter>
                                <message>c3RhcnRlZA==</message>
                                <name>status</name>
                                <translate/>
                        </parameter>
                </message>
                <status>1</status>
                <eid_list>
                        <eid>ced92df6-3921-f74c-a221-43045c9c568d</eid>
                </eid_list>
        </progress>
</data>
<target>log_subscription</target>
<src>
        <director>gend</director>
</src>
</packet>


<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/progress_event"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2010-11-26T02:37:50+0000" id="cc4cefc662t5af1r4c4">
```

```
<origin>backupm</origin>
<target>vzclient23-89bc4bb1-6e87-6271-fd2e-a332696dae7a</target>
<dst>
        <director>gend</director>
</dst>
<data>
        <progress>
                <message xsi:type="ns3:infoType">

<message>QmFja2luZyB1cCBlbnZpcm9ubWVudCAjMTExIGxvY2FsbHk=</message>
                        <name></name>
                        <translate/>
                        <parameter>
                                <message>JXRpdGxlJQ==</message>
                                <name>source_env</name>
                                <translate/>
                                <parameter>

<message>ODliYzRiYjEtNmU4Ny02MjcxLWZkMmUtYTMzMjY5NmRhZTdh</message>
                                        <name>eid</name>
                                        <translate/>
                                </parameter>
                                <parameter>

<message>UFZBNHdpbnNlcnYubWVnYXdpbjYuc3cucnU=</message>
                                        <name>title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>Z2VuZXJpYw==</message>
                                        <name>type</name>
                                        <translate/>
                                </parameter>
                        </parameter>
                </message>
                <status>2</status>
        </progress>
</data>
<target>log_subscription</target>
<src>
        <director>gend</director>
</src>
</packet>


     <!-- The rest of the output is omitted for brevity -->


<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/data_storagem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
id="cc4cefc662t5af1r4c4" type="0" time="2010-11-26T02:38:50+0000">
<origin>backupm</origin>
<target>vzclient23-89bc4bb1-6e87-6271-fd2e-a332696dae7a</target>
<dst>
        <director>gend</director>
</dst>
<data>
```

```
        <backupm>
                <backup>
                        <eid>ced92df6-3921-f74c-a221-43045c9c568d</eid>
                        <description>RnVsbCBiYWNrdXAgMjAwNy0wMS0xMg==</description>
                        <count>1</count>
                        <capability>
                                <browsable/>
                        </capability>
                        <id>ced92df6-3921-f74c-a221-43045c9c568d/20101126144329</id>
                        <time>2010-11-26T14:43:29+0000</time>
                        <size>4297256</size>
                        <type>0</type>
                        <storage_eid>a91bcfea-3de2-ba43-859a-26f58f14706e</storage_eid>
                        <info xsi:type="ns4:infoType">
                                <message></message>
                                <name></name>
                                <translate/>
                                <parameter>
                                        <message></message>
                                        <name>os</name>
                                        <parameter>
                                                <message>TGludXg=</message>
                                                <name>platform</name>
                                        </parameter>
                                </parameter>
                                <parameter>

<message>YTkxYmNmZWEtM2RlMi1iYTQzLTg1OWEtMjZmNThmMTQ3MDZl</message>
                                        <name>parent_eid</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>dG1hcmtpbi5zdy5ydQ==</message>
                                        <name>parent_env_title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>dG1hcmtpbi5zdy5ydQ==</message>
                                        <name>storage_title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>Z2VuZXJpYw==</message>
                                        <name>storage_type</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>IzExMQ==</message>
                                        <name>title</name>
                                        <translate/>
                                </parameter>
                                <parameter>
                                        <message>dmlydHVvenpv</message>
                                        <name>type</name>
                                </parameter>
                                <parameter>
                                        <message>MTEx</message>
                                        <name>veid</name>
                                        <translate/>
                                </parameter>
                        </info>
```

```
                </backup>
        </backupm>
</data>
<src>
        <director>gend</director>
</src>
</packet>
```

restore_env

Summary:

Restores a server from a backup.

Request specification:

Name	Min/Max	Type	Description
`restore_env`			
`{`			
`backup_id`	`1..1`	`backupid_type` (p. 124)	Backup ID. The ID is generated and returned to the client program at the end of the backup operation (p. 134). To get the list of the existing backups, use the `list` call (p. 149). To search for backups of a particular server, use the `search` call (p. 154).
`restore_options`	`0..1`	`restore_optionsType` (p. 131)	Restore options.
`backup_server`	`1..1`	`connection_infoType` (p. 34)	Backup server connectivity information for remote backups. If this element is omitted, the default backup server configuration will be used. To retrieve the default configuration, use the `get_configuration` (p. 585) call.

parent_eid	0..1	eid_type (p. 29)	This parameter is used only when restoring a Container within a Virtuozzo group. Normally, in a Virtuozzo group, a Container is restored to the original Hardware Node. If the original Hardware Node is not found, the restore operation will fail. In such a situation, you can use this parameter to specify the alternate Hardware Node to which to restore the Container. The following conditions apply: 1. The call must be executed on the Master Node in the group. 2. If the original Hardware Node exists, this parameter will be ignored.
target	0..1	eid_type (p. 29)	The globally unique ID to assign to the restored server. If this parameter is omitted, the restored server will have the same ID as the original server. If this parameter is specified, the restored server will be assigned the specified ID. You have to choose a globally unique ID that's not used by any other server. Please note that reassigning a server ID is a special case scenario, which should be handled with care.
}			

Returns:

OK/Error

Description:

Use the `restore_env` call to restore a server from a backup. The backup that you are restoring from must be one of the following:

- A full backup containing all the files and directories that are required for the server to operate properly.

- An incremental backup, plus all the prior incremental and differential backups, and the original full backup from the same sequence.
- A differential backup, plus the original full backup from the same sequence.

By default, a server will be restored to the host that you are currently connected to. In a Virtuozzo group, a server will be restored to the original Node. If the original Node is no longer registered with the group, use the `parent_eid` parameter to specify an alternate Node.

You may set the `progress="on"` and the `id` arguments in the packet element of the message header if you would like to receive the progress reports during the restore operations.

Example:

Restoring a server from the specified backup located on the default backup server. The server will be restored to the host that we are currently connected to.

Input

```
<packet progress="on" log="on" id="2" version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <restore_env>
        <backup_id>57c2cd6c-c02b-4645-bdb5-e883ea005896/20070219150134</backup_id>
        <restore_options>
          <force/>
        </restore_options>
      </restore_env>
    </backupm>
  </data>
</packet>
```

Progress messages

The following is an example of one of the progress reports. When decoded, the message reads:

```
Operation restore_env started.
```

See `backup_env` (p. 134) and `progress` packet (p. 616) for more info on progress messages.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/progress_event"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2009-10-22T14:53:40+0000" id="b8c4ae071det2fffr2c8">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient67-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <progress>
        <ns2:op>backupm.restore_env</ns2:op>
        <ns2:message xsi:type="ns3:infoType">
```

```
<ns3:message>T3BlcmF0aW9uIHdpdGggdGhlIENvbnRhaW5lciAlZW52JSBpcyAlc3RhdHVzJQ==</ns3:mess
age>
            <ns3:name></ns3:name>
            <ns3:translate/>
            <ns3:parameter>
                <ns3:message>JXRpdGxlJQ==</ns3:message>
                <ns3:name>env</ns3:name>
                <ns3:translate/>
                <ns3:parameter>

<ns3:message>ODdhZjY0MGEtZjE1MS0yODQ0LTg2M2ItYzdmNDE1M2Q3OWI0</ns3:message>
                    <ns3:name>eid</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>Q1QzbGluUFNCTQ==</ns3:message>
                    <ns3:name>title</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>dmlydHVvenpv</ns3:message>
                    <ns3:name>type</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
            </ns3:parameter>
            <ns3:parameter>
                <ns3:message>YmFja3VwbS5yZXN0b3JlX2Vudg==</ns3:message>
                <ns3:name>op_name</ns3:name>
            </ns3:parameter>
            <ns3:parameter>
                <ns3:message>JXRpdGxlJQ==</ns3:message>
                <ns3:name>source_env</ns3:name>
                <ns3:translate/>
                <ns3:parameter>

<ns3:message>MmZhYmUxOTQtMDQ3Ny0wODcxLWEzMmQtNDkyMjAwNTBjZjVj</ns3:message>
                    <ns3:name>eid</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>bWNjcDQx</ns3:message>
                    <ns3:name>title</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
                <ns3:parameter>
                    <ns3:message>Z2VuZXJpYw==</ns3:message>
                    <ns3:name>type</ns3:name>
                    <ns3:translate/>
                </ns3:parameter>
            </ns3:parameter>
            <ns3:parameter>
                <ns3:message>c3RhcnRlZA==</ns3:message>
                <ns3:name>status</ns3:name>
                <ns3:translate/>
            </ns3:parameter>
        </ns2:message>
        <ns2:status>1</ns2:status>
        <ns2:eid_list>
            <ns3:eid>87af640a-f151-2844-863b-c7f4153d79b4</ns3:eid>
        </ns2:eid_list>
```

```
    </progress>
</ns1:data>
<target>log_subscription</target>
<src>
    <director>gend</director>
</src>
</packet>
```

Output

The following "OK" message is received on successful restoration.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="bc45dc4ddbt6df1r488"
time="2009-10-22T14:54:04+0000" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:backupm>
    <ns1:ok/>
  </ns2:backupm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

selective_restore_env

Summary:

Selectively restore files from a backup.

Request specification:

Name	Min/Max	Type	Description
`selective_restore_env`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the server to restore the selected files to.
`backup_id`	`1..1`	`backupid_type` (p. 124)	Backup ID. The ID is generated and returned to the client program at the end of the backup operation (p. 134). To get the list of the existing backups, use the `list` call (p. 149). To search for backups for a particular server, use the `search` call (p. 154).
`path`	`1..[]`	`base64Binary`	A list of files and directories to restore. Wildcards are permitted.
`selective_restore_options`	`0..1`	`selective_restore_optionsType` (p. 132)	Restore options.
`backup_server`	`0..1`	`connection_infoType` (p. 34)	Backup server connectivity information for remote backups. If this element is omitted, the default backup server configuration will be used. To retrieve the default configuration, use the `get_configuration` (p. 585) call.
`}`			

Returns:

OK/Error

Description:

Use the `selective_restore_env` call to restore only the files and directories that you need or to restore from a backup that does not contain all the files and directories that are required for the server to operate properly. There are some important differences between the regular `restore_env` call (p. 141) and this call.

First of all, since you can only restore the files into an existing server, you must specify its Server ID. If the server doesn't exist, or cannot be found, the call will fail. Please note that the call will try to locate the specified server on the current host. Even if you execute the call on the Master Node in a Virtuozzo group, it will still look for the specified target server on the Master Node only. If your server is hosted by another node in a group, you will have to connect to it directly or provide its ID via the `dst` element in the message header.

You always have to specify the files and directories that you would like to restore. In addition, you may restore the files and directories into any available server of the same type as the original server.

As with other backup and restore operations, you may set the `progress="on"` and the `id` arguments in the packet element of the message header if you would like to receive progress reports during the restore operations.

Note: You can use the selective restore operation only with the backups that are capable of it. Use the `list` call (p. 149) to get the backup information and look for the `capabilities/browsable` flag (p. 126) in the result set. If the element is present, the selective restore operation can be performed on the backup.

Example:

Restoring the `/var/tmp` directory from the specified backup into the specified Virtuozzo Container.

Input

```
<packet progress="on" log="on" id="2" version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <selective_restore_env>
        <eid>57c2cd6c-c02b-4645-bdb5-e883ea005896</eid>
        <backup_id>57c2cd6c-c02b-4645-bdb5-e883ea005896/20070219150134</backup_id>
        <path>L3Zhci90bXA=</path>
      </selective_restore_env>
    </backupm>
  </data>
</packet>
```

Progress messages:

The following is an example of one of the progress reports (this was the last progress message received, actually). When decoded, the message reads as follows:

```
Operation selective_restore_env finished successfully.
```

See `backup_env` (p. 134) and `progress` packet (p. 616) for more info on progress messages.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="cc45dc6bdbt5af1r488"
time="2007-02-20T09:00:16+0000" type="1" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:progress>
    <ns1:op>backupm.selective_restore_env</ns1:op>
    <ns1:message>

<ns1:message>T3BlcmF0aW9uICVvcF9uYW1lJSBpcyAlc3RhdHVzJSBzdWNjZXNzZnVsbHku</ns1:message>
      <ns1:name></ns1:name>
      <ns1:translate/>
      <ns1:parameter>
        <ns1:message>c2VsZWN0aXZlX3Jlc3RvcmVfZW52</ns1:message>
        <ns1:name>op_name</ns1:name>
      </ns1:parameter>
      <ns1:parameter>
        <ns1:message>ZmluaXNoZWQ=</ns1:message>
        <ns1:name>status</ns1:name>
        <ns1:translate/>
      </ns1:parameter>
    </ns1:message>
    <ns1:percent>100</ns1:percent>
    <ns1:status>3</ns1:status>
  </ns1:progress>
</ns1:data>
<ns1:target>log_subscription</ns1:target>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Output

The final "OK" response on operation completion.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="cc45dc6bdbt5af1r488"
time="2007-02-20T09:00:16+0000" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:backupm>
    <ns1:ok/>
  </ns2:backupm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

list

Summary:

Retrieves backup information.

Request specification:

Name	Min/Max	Type	Description
`list`			
`{`			
`backup_id`	`0..[]`	`backupid_type` (p. 124)	List of backup IDs to retrive the information for. If this element is omitted, the information about all available backups will be retrieved.
`options`	`0..1`	`list_optionsType` (p. 130)	List options. Use the options provided by this element as a filter to retrieve the information that you require.
`}`			

Returns:

Name	Min/Max	Type	Description
`backup`	`0..[]`	`backupType` (p. 126)	Backup information.

Description:

If you are connected to the master node in a Virtuozzo group, the call retrieves information about all backups in the group. In all other cases, the call retrieves only the backups that are stored on the machine that you are connected to. If you are connected to a slave node but want to retrieve the information from a backup server located elsewhere, you must connect to it directly and execute the call there.

Example:

Retrieving information about the latest backup of the specified Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <list>
        <options>
          <eid>57c2cd6c-c02b-4645-bdb5-e883ea005896</eid>
          <latest/>
        </options>
      </list>
    </backupm>
```

```
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/data_storagem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="6ac4ae03d97t3bf6r2c8" time="2009-10-22T11:10:41+0000">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient65-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:backupm>
        <ns2:backup>
            <ns2:eid>87af640a-f151-2844-863b-c7f4153d79b4</ns2:eid>
            <ns2:description>M3JkIHJlbW90ZSBvbiB3Mms4</ns2:description>
            <ns2:count>3</ns2:count>
            <ns2:capability>
                <ns2:browsable/>
            </ns2:capability>
            <ns3:id>87af640a-f151-2844-863b-c7f4153d79b4/20091020094521</ns3:id>
            <ns3:time>2009-10-20T09:45:21+0000</ns3:time>
            <ns3:size>4386538</ns3:size>
            <ns3:type>0</ns3:type>
            <ns3:storage_eid>a6f1d061-8bcd-8ec7-1a73-b078fe2d416f</ns3:storage_eid>
            <ns3:info xsi:type="ns4:infoType">
                <ns4:message></ns4:message>
                <ns4:name></ns4:name>
                <ns4:translate/>
                <ns4:parameter>
                    <ns4:message>Q1QzbGluUFNCTQ==</ns4:message>
                    <ns4:name>hostname</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>MTAuMzEuMzIuMTA=</ns4:message>
                    <ns4:name>ip</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>Q1QzbGluUFNCTQ==</ns4:message>
                    <ns4:name>name</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message></ns4:message>
                    <ns4:name>os</ns4:name>
                    <ns4:parameter>
                        <ns4:message>TGludXg=</ns4:message>
                        <ns4:name>platform</ns4:name>
                    </ns4:parameter>
                </ns4:parameter>
                <ns4:parameter>

<ns4:message>ZTdiZWFiZTQtODljNS1iYzQyLWI0NWEtY2E4NTQ0OWIzZWI1</ns4:message>
                    <ns4:name>parent_eid</ns4:name>
```

```
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>bWNjcDI1LnFhLnN3LnJ1</ns4:message>
                    <ns4:name>parent_env_title</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>bWNjcDQ0</ns4:message>
                    <ns4:name>storage_title</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>Z2VuZXJpYw==</ns4:message>
                    <ns4:name>storage_type</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>Q1QzbGluUFNCTQ==</ns4:message>
                    <ns4:name>title</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>dmlydHVvenpv</ns4:message>
                    <ns4:name>type</ns4:name>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>Njg5MzUyNQ==</ns4:message>
                    <ns4:name>veid</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
            </ns3:info>
        </ns2:backup>
    </ns2:backupm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

remove

Summary:

Removes a backup archive.

Request specification:

Name	Min/Max	Type	Description
`remove`			
`{`			
`backup_id`	`0..1`	`backupid_type` (p. 124)	The ID of the backup to be removed.
`options`	`0..1`	`remove_optionsType` (p. 131)	Removal options.
`}`			

Returns:

OK/Error

Description:

If you are connected to the master node in a Virtuozzo group, the call can remove any backup stored on any physical node in a cluster. In all other cases, the call can remove only the backups that are stored locally. If you are connected to a slave node but want to remove a backup from a machine located elsewhere, you must connect to it directly and execute the call there.

To remove a specific backup, supply the backup ID using the `backup_id` element. If, at the same time, you'll also include the `options/prev` element, the call will automatically determine the server that the specified backup belongs to, and will remove all prior backups that belong to the same server.

To remove all of the backups for a specific server, specify its Server ID using the `options/eid` element.

Example 1:

Removing the specified backup archive.

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <remove>
        <backup_id>57c2cd6c-c02b-4645-bdb5-e883ea005896/20070219170146</backup_id>
      </remove>
    </backupm>
  </data>
</packet>
```

Example 2:

Removing a backup archive and all the prior backups belonging to the same server.

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <remove>
        <backup_id>57c2cd6c-c02b-4645-bdb5-e883ea005896/20070219170146</backup_id>
         <options>
           <prev/>
         </options>
      </remove>
    </backupm>
  </data>
</packet>
```

Example 3:

Removing all backups belonging to the specified server.

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <remove>
        <options>
         <eid>57c2cd6c-c02b-4645-bdb5-e883ea005896</eid>
        </options>
      </remove>
    </backupm>
  </data>
</packet>
```

search

Summary:

Searches existing backup archives for a specific server.

Request specification:

Name	Min/Max	Type	Description
`search`			
`{`			
`  options`	`1..1`	`search_optionsType` (p. 120)	Search options. You may specify any option or any combination of the options.
`}`			

Returns:

Backup information if the specified server was found or an empty structure otherwise.

Name	Min/Max	Type	Description
`backup`	`0..[]`	`backupType` (p. 126)	Backup information.

Description:

If you are connected to the master node in a Virtuozzo group, the call will search through all backups located on every physical node. If you are connected to a slave node, the call will perform the search locally. To search for a backup on a backup server located elsewhere, connect to that server and execute the call there.

Example:

Searching backups by the hostname of the server.

Input

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <search>
        <options>
          <hostname>Host-106</hostname>
        </options>
      </search>
    </backupm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/data_storagem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="77c4ae046e6t366br2c8" time="2009-10-22T11:50:23+0000">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient65-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:backupm>
        <ns2:backup>
            <ns2:eid>87af640a-f151-2844-863b-c7f4153d79b4</ns2:eid>
            <ns2:description>M3JkIHJlbW90ZSBvbiB3Mms4</ns2:description>
            <ns2:count>3</ns2:count>
            <ns2:capability>
                <ns2:browsable/>
            </ns2:capability>
            <ns3:id>87af640a-f151-2844-863b-c7f4153d79b4/20091020094521</ns3:id>
            <ns3:time>2009-10-20T09:45:21+0000</ns3:time>
            <ns3:size>4386538</ns3:size>
            <ns3:type>0</ns3:type>
            <ns3:storage_eid>a6f1d061-8bcd-8ec7-1a73-b078fe2d416f</ns3:storage_eid>
            <ns3:info xsi:type="ns4:infoType">
                <ns4:message></ns4:message>
                <ns4:name></ns4:name>
                <ns4:translate/>
                <ns4:parameter>
                    <ns4:message>Q1QzbGluUFNCTQ==</ns4:message>
                    <ns4:name>hostname</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>MTAuMzEuMzIuMTA=</ns4:message>
                    <ns4:name>ip</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>
                <ns4:parameter>
                    <ns4:message>Q1QzbGluUFNCTQ==</ns4:message>
                    <ns4:name>name</ns4:name>
                    <ns4:translate/>
                </ns4:parameter>

     <!-- The rest of the output is omitted for brevity -->

            </ns3:info>
        </ns2:backup>
    </ns2:backupm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

get_info

Summary:

Retrieves extended information about backup.

Request specification:

Name	Min/Max	Type	Description
`get_info`	`1..1`		
{			
`backup_id`	`1..1`	`backupid_type` (p. 124)	The backup ID.
`options`	`1..1`	`get_info_optionsType` (p. 129)	Options.
}			

Returns:

Name	Min/Max	Type	Description
`info`	`1..1`	`backup_dataType` (p. 121)	The requested backup information. The data type of the returned structure is determined by the data type of the `options` element in the request.

Description:

If you are connected to the Master Node in a Virtuozzo group, the call can access any backup located on every physical node. If you are connected to a slave node, the call can access only the local backups. If your backups are stored on a remote backup server, you must connect to that server directly and execute the call there.

Example:

Retrieving information about the specified backup.

```
<packet  xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <get_info>
        <backup_id>57c2cd6c-c02b-4645-bdb5-e883ea005896/20070219170146</backup_id>
        <options xsi:type="ns2:get_env_info_optionsType">
          <env/>
        </options>
       </get_info>
   </backupm>
 </data>
</packet>
```

set_config

Summary:

Sets the default backup configuration.

Request specification:

Name	Min/Max	Type	Description
`set_config`			
{			
`backupm_config`	`1..1`	`backupm_configType` (p. 125)	Backup manager configuration information.
}			

Returns:

OK/Error

Description:

To retrieve current backup configuration, use the `get_config` call (p. 159).

Example:

Input

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <set_config>
         <backupm_config>
           <backup_server>
             <protocol>TCP</protocol>
             <address>192.168.0.40</address>
             <login>
              <name>agent</name>
             </login>
             <password>1q2w3e</password>
             <port>4433</port>
           </backup_server>
             <chain_length>0</chain_length>
             <chain_days>0</chain_days>
             <keep_max>0</keep_max>
             <compression>1</compression>
             <type>0</type>
             <pe_backups_limit>1</pe_backups_limit>
         </backupm_config>
      </set_config>
    </backupm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="17c4cf3834ct99r4c4" time="2010-11-29T14:42:18+0000">
<origin>backupm</origin>
<target>vzclient7659-623c4daf-570a-b548-8171-4c7d0adbcb69</target>
<dst>
 <director>gend</director>
</dst>
<data>
 <backupm>
  <ok/>
 </backupm>
</data>
<src>
 <director>gend</director>
</src>
</packet>
```

get_config

Summary:

Retrieves the default backup configuration.

Request specification:

Name	Min/Max	Type	Description
`get_config`	`1..1`	`none`	
`{`			
`local`	`0..1`	`none`	If this element is present, the call returns the local configuration. If no local configuration is available, returns an error (`ERROR_VZL_NO_CONFIG=308`). If the element is omitted, the call returns the actual configuration (retrieved from the master node if necessary).
`}`			

Returns:

Name	Min/Max	Type	Description
`backupm_config`	`1..1`	`backupm_configType` (p. 125)	Backup manager configuration.

Description:

The default backup configuration is stored in the Agent configuration file. It defines such parameters as backup server location and connectivity, backup type, compression level, certain assumptions and restrictions. The `get_config` call retrieves the currently defined backup configuration. The configuration can be modified using the `set_config` call (p. 157).

Example:

Input

```
<packet version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <get_config/>
    </backupm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/backupm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="84c4ae04f51t798br2c8" time="2009-10-22T12:26:17+0000">
```

```
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient65-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:backupm>
        <ns2:backupm_config>
            <ns2:backup_server xsi:type="ns3:connection_infoType">
                <ns3:protocol>agent</ns3:protocol>
                <ns3:login xsi:type="ns3:auth_nameType">
                    <ns3:realm>00000000-0000-0000-0000-000000000000</ns3:realm>
                </ns3:login>
                <ns3:address>local</ns3:address>
            </ns2:backup_server>
            <ns2:chain_length>0</ns2:chain_length>
            <ns2:chain_days>0</ns2:chain_days>
            <ns2:keep_max>0</ns2:keep_max>
            <ns2:compression>1</ns2:compression>
            <ns2:type>0</ns2:type>
            <ns2:pe_backups_limit>1</ns2:pe_backups_limit>
        </ns2:backupm_config>
    </ns2:backupm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

server_group

Purpose:

The Virtuozzo group management interface.

Virtuozzo group is a collection of servers running Agent software, interconnected using internal Agent mechanisms for the purpose of providing integrated access to their resources. A Virtuozzo group consists of a Master Node and one or more Slave Nodes. The Master Node is a computer that the users interact with. It provides access to other computers in the group transparently to the user. The Master Node manages the entire group by allocating and controlling the available resources. The `server_group` interface allows to set up and administer Virtuozzo groups.

Once a Virtuozzo group is set up, all of the servers in the group become one logical computing unit with a shared resource pool and a common management interface. The following is a list of typical management tasks performed in a Virtuozzo group:

- Retrieve a list of all Virtuozzo Containers from every server in a single call. Each Container has a globally unique ID assigned to it by Agent, so the list will always contain unique entries.
- Perform any of the usual management tasks on any of the Containers in the entire group. A client program connected to the Master Node can manage Virtuozzo Containers without even knowing their actual hosts. However, the Server ID of any host (Slave Node) can be easily obtained at any time if needed.
- Get a combined list of all of the OS and application templates available in the group. The templates can be copied from one node to another and deployed to multiple nodes.
- Get a combined list of all the sample configurations available in the group. The configurations can then be used to create Virtuozzo Containers on any node in the group.
- Get a combined list of the Virtuozzo Container backups available in the group. A backup can be restored to any node in the group.

Types

configType

Summary:

Virtuozzo group network configuration information.

Type specification:

Name	Min/Max	Type	Description
`nameservers`	`0..1`		Nameserver information.
`{`			
`  nameserver`	`0.[]`	`ip_type`	Nameserver IP addresses.
`}`			
`search_domains`	`0..1`		Search domain information.
`{`			
`  search_domain`	`0..[]`	`string`	Search domain names.
`}`			
`networks`			Virtuozzo virtual network information.
`{`			
`  network`	`0..[]`	`networkType` (p. 163)	A list of the available Virtuozzo virtual networks. This field is used by Virtuozzo Tools as an easy way of listing the virtual networks available in a given Virtuozzo group. Setting the network ID through this field does not actually create a network. The network must be created through the `vzanetworkm` interface (p. 661).
`}`			

networkType

Summary:

Contains Virtuozzo virtual network ID and description.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`base64Binary`	Virtuozzo virtual network ID.
`description`	`0..1`	`base64Binary`	Virtual network description.

voc_idType

Summary:

Contains the Agent vocabulary name and version.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Vocabulary name.
`version`	`1..1`	`string`	Vocabulary version.

Calls

Call	Description
add (p. 164)	Adds a slave node to a Virtuozzo group.
del (p. 166)	Deletes a slave node from a Virtuozzo group.
get_list (p. 167)	Retrieves a list of servers from a Virtuozzo group.
get_info (p. 169)	Returns information about the specified Container.
destroy (p. 173)	Dismantles a Virtuozzo group.
set_config (p. 174)	Modifies the Virtuozzo group configuration.
get_config (p. 175)	Retrieves the VIrtuozzo group configuration information.
get_env_voc (p. 176)	Retrieves Agent vocabularies.
get_vocabulary (p. 177)	Retrieves the specified vocabulary data.

add

Summary:

Adds a Hardware Node to a Virtuozzo group.

Request specification:

Name	Min/Max	Type	Description
add			
{			
conn_info	1..1	connection_infoType (p. 34)	The Slave Node connection information.
master	0..1	connectivity_infoType (p. 34)	The Master Node connection information. This parameter should be used when master node has more than one IP address. For example, this parameter should be set when the master and the Slave Nodes are located in the same private network and should communicate using IP addresses other than those exposed to the external network. If Master Node has more than one IP address but this parameter is not set, the Master will select the address randomly.
force	0..1	none	Forcibly add a Node to the group even if it's already registered with another group.
}			

Returns:

Name	Min/Max	Type	Description
eid	1..1	eid_type (p. 29)	The Server ID of the Node that you just added to the Virtuozzo group.

Description:

The call adds a Slave Node to the Virtuozzo group by registering it with the Master Node. The call must be executed on the Master Node.

The `server_group` interface does not have a separate call that creates a Virtuozzo group. A group is created and configured automatically as soon as you execute at least one successful `add` request. The Node on which you execute the call becomes the Master Node. To add more Nodes to the Group, execute the `add` request for each one of them. There can be only one Master Node in a Virtuozzo group.

Example:

Input

```
<packet version="4.0.0">
  <target>server_group</target>
  <data>
    <server_group>
      <add>
        <conn_info>
          <protocol>SSL</protocol>
          <address>192.168.0.250</address>
          <login>
            <name>dnphZG1pbg==</name>
          </login>
          <password>MXEzNl</password>
          <port>4434</port>
        </conn_info>
      </add>
    </server_group>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="ec45d1b013t26e9rd54"
time="2007-02-12T06:26:17+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns1:ok/>
  </ns2:server_group>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

del

Summary:

Removes a Slave Node from a Virtuozzo group.

Request specification:

Name	Min/Max	Type	Description
`del`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID of the slave Node being removed from the group.
`force`	`0..1`	`none`	Forcibly remove the Node.
`}`			

Returns:

OK/Error

Description:

The call removes a slave Node from a Virtuozzo group. The request must be executed on the Master Node of the group. As a result, the specified slave Node will no longer be registered with this group and can be added to a different group or become a Master Node of a new group.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>server_group</target>
  <data>
    <server_group>
      <del>
        <eid>15b0b336-1a53-4f5e-8e15-19ba4a2dbd9d</eid>
      </del>
    </server_group>
  </data>
</packet>
```

get_list

Summary:

Retrieves a list of servers from a Virtuozzo group.

Request specification:

Name	Min/Max	Type	Description
`get_list`			
`{`			
`count`	`0..1`	`int`	Maximum number of servers to include in the list. Omit the element to retrieve all available servers.
`type`	`0..1`	`string`	Types of servers to retrieve: `generic` -- physical servers. `virtuozzo` -- Virtuozzo Containers. `parallels` -- Parallels virtual machines. Omit the element to retrieve the servers of all known types.
`hostname`	`0..1`	`string`	Host name.
`ip`	`0..1`	`ip_type`	ID address.
`status`	`0..[]`	`env_statusType` (p. 39)	Retrieve only the servers with the specified status.
`}`			

Returns:

Name	Min/Max	Type	Description
`eid`	`0..[]`	`eid_type` (p. 29)	The list of Server IDs.

Description:

The call retrieves a list of IDs of the servers from a Virtuozzo group. Use the provided options to specify a search criteria to retrieve only the servers that you need. The call must be executed on the Master Node.

Example:

Input

```
<packet>
  <target>server_group</target>
  <data>
```

```
    <server_group>
      <get_list>
        <count>2</count>
        <type>generic</type>
        <status>
          <state>6</state>
          <transition>2</transition>
        </status>
      </get_list>
    </server_group>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="17c45d1c4f4t99rd54"
time="2007-02-12T07:35:39+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns2:eid>89e27960-97b8-461f-902f-557b4b16784b</ns2:eid>
    <ns2:eid>72145bf0-7562-43d4-b707-cc33d37e3f10</ns2:eid>
  </ns2:server_group>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_info

Summary:

Retrieves information about the specified server in a Virtuozzo group.

Request specification:

Name	Min/Max	Type	Description
`get_info`			
`{`			
`eid`	`0..[]`	`eid_type` (p. 29)	Server ID. If omitted, then retrieves information for all servers in a group.
`status`	`0..1`	`none`	If present, a server status information will be included in the result.
`config`	`0..1`	`none`	If present, a server configuration information will be included in the result.
`filter_config`	`0..1`		Filter. Allows to perform selective retrieval.
`{`			
`<xs:any/>`	`1..1`		Specify server configuration parameters that you would like to be retrieved.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`env`	`0..[]`	`envType`	The requested server information.

Example:

Input

```
<packet version="4.0.0">
  <target>server_group</target>
  <data>
    <server_group>
      <get_info>
        <eid>3288bb6b-8a49-4230-b565-6ad5521182aa</eid>
        <status/>
        <config/>
      </get_info>
    </server_group>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:ns4="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="25c45d1d304t66bbr538"
time="2007-02-12T05:51:03+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns2:env xsi:type="ns3:envType">
      <ns3:parent_eid>89e27960-97b8-461f-902f-557b4b16784b</ns3:parent_eid>
      <ns3:eid>3288bb6b-8a49-4230-b565-6ad5521182aa</ns3:eid>
      <ns3:status xsi:type="ns3:env_statusType">
        <ns3:state>6</ns3:state>
      </ns3:status>
      <ns3:alert>0</ns3:alert>
      <ns3:config xsi:type="ns3:env_configType"/>
      <ns3:virtual_config xsi:type="ns3:venv_configType">
        <ns3:hostname>Host-105</ns3:hostname>
        <ns3:name>Test-VE5</ns3:name>
        <ns3:offline_management>1</ns3:offline_management>
        <ns3:on_boot>1</ns3:on_boot>
        <ns3:os_template>
          <ns3:version>20061020</ns3:version>
          <ns3:name>redhat-as3-minimal</ns3:name>
        </ns3:os_template>
        <ns3:ve_root>/vz/root/$VEID</ns3:ve_root>
        <ns3:ve_private>/vz/private/$VEID</ns3:ve_private>
        <ns3:qos>
          <ns3:id>avnumproc</ns3:id>
          <ns3:hard>40</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>cpuunits</ns3:id>
          <ns3:hard>1000</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>dcachesize</ns3:id>
          <ns3:hard>1097728</ns3:hard>
          <ns3:soft>1048576</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>dgramrcvbuf</ns3:id>
          <ns3:hard>132096</ns3:hard>
          <ns3:soft>132096</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>diskinodes</ns3:id>
          <ns3:hard>220000</ns3:hard>
          <ns3:soft>200000</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>diskspace</ns3:id>
          <ns3:hard>1153434</ns3:hard>
          <ns3:soft>1048576</ns3:soft>
```

```
        </ns3:qos>
        <ns3:qos>
          <ns3:id>kmemsize</ns3:id>
          <ns3:hard>2936012</ns3:hard>
          <ns3:soft>2752512</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>lockedpages</ns3:id>
          <ns3:hard>32</ns3:hard>
          <ns3:soft>32</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numfile</ns3:id>
          <ns3:hard>2048</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numflock</ns3:id>
          <ns3:hard>110</ns3:hard>
          <ns3:soft>100</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numiptent</ns3:id>
          <ns3:hard>128</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numothersock</ns3:id>
          <ns3:hard>80</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numproc</ns3:id>
          <ns3:hard>65</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numpty</ns3:id>
          <ns3:hard>16</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numsiginfo</ns3:id>
          <ns3:hard>256</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numtcpsock</ns3:id>
          <ns3:hard>80</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>oomguarpages</ns3:id>
          <ns3:hard>2147483647</ns3:hard>
          <ns3:soft>6144</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>othersockbuf</ns3:id>
          <ns3:hard>336896</ns3:hard>
          <ns3:soft>132096</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>physpages</ns3:id>
          <ns3:hard>2147483647</ns3:hard>
          <ns3:soft>0</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>privvmpages</ns3:id>
```

```
          <ns3:hard>24576</ns3:hard>
          <ns3:soft>22528</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>quotatime</ns3:id>
          <ns3:hard>0</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>shmpages</ns3:id>
          <ns3:hard>8192</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>tcprcvbuf</ns3:id>
          <ns3:hard>524288</ns3:hard>
          <ns3:soft>319488</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>tcpsndbuf</ns3:id>
          <ns3:hard>524288</ns3:hard>
          <ns3:soft>319488</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>vmguarpages</ns3:id>
          <ns3:hard>2147483647</ns3:hard>
          <ns3:soft>6144</ns3:soft>
        </ns3:qos>
        <ns3:veid>105</ns3:veid>
        <ns3:type>virtuozzo</ns3:type>
        <ns3:offline_service>vzpp</ns3:offline_service>
        <ns3:offline_service>vzpp-plesk</ns3:offline_service>
        <ns3:os xsi:type="ns3:osType">
          <ns3:platform>Linux</ns3:platform>
          <ns3:kernel>2.6.9-023stab033.6</ns3:kernel>
          <ns3:version>20061020</ns3:version>
          <ns3:name>redhat-as3-minimal</ns3:name>
        </ns3:os>
        <ns3:net_device xsi:type="ns4:net_vethType">
          <ns3:id>venet0</ns3:id>
          <ns3:ip_address>
            <ns3:ip>10.130.1.5</ns3:ip>
          </ns3:ip_address>
          <ns4:host_routed/>
        </ns3:net_device>
        <ns3:address>
          <ns3:ip>10.130.1.5</ns3:ip>
        </ns3:address>
      </ns3:virtual_config>
    </ns2:env>
  </ns2:server_group>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

destroy

Summary:

Dismantles an existing VIrtuozzo group.

Request specification:

Name	Min/Max	Type	Description
destroy	1..1	none	

Returns:

OK/Error

Description:

The call dismantles a Virtuozzo group by removing all relevant references from the Master and Slave Nodes. Once completed, the Nodes may be added to other Virtuozzo groups. Any former participant of a group may also become a Master Node forming its own group. The call must be executed on the Master Node.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>server_group</target>
  <data>
    <server_group>
      <destroy/>
    </server_group>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="26c45d1d434t428br538"
time="2007-02-12T05:54:53+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns1:ok/>
  </ns2:server_group>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

set_config

Summary:

Modifies Virtuozzo Group configuration.

Request specification:

Name	Min/Max	Type	Description
set_config	1..1	none	
{			
config	1..1	configType (p. 162)	Virtuozzo Group configuration.
}			

Returns:

OK/Error

Example:

Adding two name servers and one search domain to a Virtuozzo Group. The call must be executed on the Master Node.

```
<packet version="4.0.0">
  <target>server_group</target>
  <data>
    <server_group>
      <set_config>
        <config>
          <nameservers>
            <nameserver>192.168.1.51</nameserver>
            <nameserver>192.168.1.52</nameserver>
          </nameservers>
          <search_domains>
            <search_domain>ts6.com</search_domain>
          </search_domains>
        </config>
      </set_config>
    </server_group>
  </data>
</packet>
```

get_config

Summary:

Retrieves configuration information for a given Virtuozzo Group.

Request specification:

Name	Min/Max	Type	Description
get_config			

Returns:

Name	Min/Max	Type	Description
config	0..1	configType (p. 162)	The cluster network configuration information.

Example:

Retrieving Virtuozzo Group configuration information. The call must be executed on the Master Node.

Input

```
<packet version="4.0.0">
  <target>server_group</target>
  <data>
    <server_group>
      <get_config/>
    </server_group>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="29c45d1e0ebt5d03r538"
time="2007-02-12T06:35:58+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns2:config>
      <ns2:nameservers>
        <ns2:nameserver>192.168.1.51</ns2:nameserver>
        <ns2:nameserver>192.168.1.52</ns2:nameserver>
      </ns2:nameservers>
      <ns2:search_domains>
        <ns2:search_domain>ts6.com</ns2:search_domain>
      </ns2:search_domains>
      <ns2:networks/>
    </ns2:config>
  </ns2:server_group>
```

```
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_env_voc

Summary:

Retrieves a list of vocabularies from a given Virtuozzo Group.

Request specification:

Name	Min/Max	Type	Description
eid	0..[]	eid_type (p. 29)	The IDs of the servers to retrieve the vocabularies from. If omitted, a combined list of vocabularies from all servers in the group will be retrieved.

Returns:

Name	Min/Max	Type	Description
env_voc			Vocabulary information.
{			
eid	1..1	eid_type (p. 29)	The ID of the servers from which the vocabularies were retrieved.
id	0..[]	voc_idType (p. 163)	A list of vocabularies. Contains vocabulary name and version information.
}			

Example:

Input

```
<packet version="4.0.0">
  <target>server_group</target>
  <data>
    <server_group>
      <get_env_voc/>
    </server_group>
  </data>
</packet>
```

get_vocabulary

Summary:

Retrieves the specified Agent vocabulary.

Request specification:

Name	Min/Max	Type	Description
`get_vocabulary`			
`{`			
`id`	`1..[]`	`voc_idType` (p. 163)	Vocabulary ID and version information. To get the list of vocabulary IDs, use the `get_env_voc` call (p. 176).
`}`			

Returns:

Name	Min/Max	Type	Description
`vocabulary`	`1..[]`	`vocabulary Type` (p. 70)	Vocabulary data.

computerm

Purpose:

Computer management interface. Provides a set of calls that allow to manage physical servers and Virtuozzo Containers as if they were regular physical machines. The interface provides limited control over the Hardware Node and is normally used to retrieve the computer system information.

Types

diskType

Summary:

Contains information about hard disk partitions.

Type specification:

Name	Min/Max	Type	Description
`partition`	`0..[]`	`partitionType` (p. 178)	Partition information.

partitionType

Summary:

Contains hard disk partition information.

Type specification:

Name	Min/Max	Type	Description
`name`	`0..1`	`string`	Partition name.
`mount_point`	`0..1`	`string`	Partition mount point.
`fs_type`	`0..1`	`string`	Filesystem type.
`block_size`	`0..1`	`long`	Block size.
`blocks`	`0..1`	`usageType` (p. 67)	Partition disk space information (total/used/free).
`inodes`	`0..1`	`usageType` (p. 67)	Partition disk inodes information (total, used, free).
`option`	`0..[]`	`string`	Mount options.

systemType

Summary:

Contains computer system information.

Type specification:

Name	Min/Max	Type	Description
`architecture`	`1..1`	`string`	Architecture.
`os`	`1..1`	`osType` (p. 55)	Operating system information.
`cpu`	`1..1`	`cpuType` (p. 35)	CPU information.
`memory`	`1..1`	`resourceType` (p. 61)	Physical memory information.
`swap`	`1..1`	`resourceType` (p. 61)	Swap memory information.

Calls

Calls

Call	Description
get_disk (p. 180)	Retrieves disk and partition information.
get_system (p. 182)	Retrieves system information.
get_network (p. 184)	Retrieves network information.
reboot (p. 189)	Reboots or shuts down a server.
get_date (p. 190)	Retrieves current date and time from a server.
set_date (p. 192)	Sets date and time for a server.
get_zones_info (p. 194)	Gets information about known time zones.

get_disk

Summary:

Retrieves information about disks and partitions.

Request specification:

Name	Min/Max	Type	Description
get_disk	0..1	None	

Returns:

Name	Min/Max	Type	Description
disk	0..[]	diskType (p. 177)	Disk information.

Description:

The call retrieves disk and partition information from the current server.

NOTE: For the Linux reiser file system, the command always returns negative values for inodes.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>computerm</target>
  <data>
    <computerm>
      <get_disk/>
    </computerm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/computerm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="8c4ae2f73ct18ber500" time="2009-10-24T12:46:52+0000">
<ns1:origin>computerm</ns1:origin>
<ns1:target>vzclient5-0649a879-f36e-fc4f-b821-5358d55cdefd</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:computerm>
        <ns2:disk>
            <ns2:partition>
                <ns2:name>/dev/vzfs</ns2:name>
                <ns2:mount_point>/</ns2:mount_point>
                <ns2:block_size>4096</ns2:block_size>
                <ns2:fs_type>unknown fs [1448756819]</ns2:fs_type>
                <ns2:option>rw</ns2:option>
```

```
                <ns2:blocks xsi:type="ns3:usageType">
                    <ns3:total>262144</ns3:total>
                    <ns3:used>169148</ns3:used>
                    <ns3:free>92996</ns3:free>
                </ns2:blocks>
                <ns2:inodes xsi:type="ns3:usageType">
                    <ns3:total>200000</ns3:total>
                    <ns3:used>17236</ns3:used>
                    <ns3:free>182764</ns3:free>
                </ns2:inodes>
            </ns2:partition>
        </ns2:disk>
    </ns2:computerm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

get_system

Summary:

Retrieves system information.

Request specification:

Name	Min/Max	Type	Description
get_system	0..1	None	

Returns:

Name	Min/Max	Type	Description
system	0..1	systemType (p. 178)	System information.

Description:

The call retrieves system information from the current Hardware Node. The result set is organized into a list of structures, each containing the detailed information about a particular system area, such as operating system, CPU, memory, swap file information.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>computerm</target>
  <data>
    <computerm>
      <get_system/>
    </computerm>
  </data>
</packet>
```

Output

```
<packet id="2cc44855eeft4509" version="4.0.0">
  <origin>computerm</origin>
  <data>
    <computerm>
      <system>
        <architecture>x86 Family 15 Model 3 Stepping 8</architecture>
        Linux
          <platform>Windows</platform>
          <version>5.2.3790 Service Pack 1 Build 3790</version>
          <name>Microsoft Windows Server 2003 family</name>
        </os>
        <cpu>
          <units>0</units>
          <bogomips>0</bogomips>
          <mhz>2793</mhz>
          <family>x86 Family 15 Model 3 Stepping 8</family>
          <number>1</number>
          <cores>1</cores>
          <hyperthreads>1</hyperthreads>
          <name>Intel(R) Celeron(R) CPU 2.80GHz</name>
```

```
          <model>GenuineIntel</model>
        </cpu>
        <memory>
          <total>402079744</total>
          <used>371613696</used>
          <free>30466048</free>
        </memory>
        <swap>
          <total>865746944</total>
          <used>344260608</used>
          <free>521486336</free>
        </swap>
      </system>
    </computerm>
  </data>
</packet>
```

get_network

Summary:

Retrieves network information.

Request specification:

Name	Min/Max	Type	Description
get_network	0..1	None	

Returns:

Name	Min/Max	Type	Description
network	0..1		
{			
nameserver	0..[]	string	Name servers.
hostname	1..1	string	Hostname.
default_gateway	1..1	string	Default gateway.
interface	0..[]	interfaceType (p. 45)	Network interface info.
}			

Description:

The call retrieves network settings from the Hardware Node.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>computerm</target>
  <data>
    <computerm>
      <get_network/>
    </computerm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/computerm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="13c4ae2fbaet41bbr9c0" time="2009-10-24T13:06:21+0000">
<ns1:origin>computerm</ns1:origin>
<ns1:target>vzclient11-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
```

```
<ns1:data>
    <ns2:computerm>
        <ns2:network>
            <ns2:hostname>mccp41</ns2:hostname>
            <ns2:default_gateway>0.0.0.0</ns2:default_gateway>
            <ns2:nameserver>10.31.0.1</ns2:nameserver>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>Software Loopback Interface 1</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (SSTP)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (L2TP)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (PPTP)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
```

```
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (PPPOE)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (IPv6)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (Network Monitor)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (IP)</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>RAS Async Adapter</ns3:name>
                <ns3:transfer>
                    <ns3:input>
```

```
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:input>
                <ns3:output>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:output>
            </ns3:transfer>
            <ns3:flags>1</ns3:flags>
        </ns2:interface>
        <ns2:interface xsi:type="ns3:interfaceType">
            <ns3:name>Broadcom NetXtreme Gigabit Ethernet #2</ns3:name>
            <ns3:transfer>
                <ns3:input>
                    <ns3:packets>2590058</ns3:packets>
                    <ns3:bytes>2164088371</ns3:bytes>
                </ns3:input>
                <ns3:output>
                    <ns3:packets>1495949</ns3:packets>
                    <ns3:bytes>405240478</ns3:bytes>
                </ns3:output>
            </ns3:transfer>
            <ns3:ipaddress>10.31.252.35</ns3:ipaddress>
            <ns3:flags>0</ns3:flags>
        </ns2:interface>
        <ns2:interface xsi:type="ns3:interfaceType">
            <ns3:name>isatap.{03C77D5A-BEC9-4520-879E-F9AC9D242A6F}</ns3:name>
            <ns3:transfer>
                <ns3:input>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:input>
                <ns3:output>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:output>
            </ns3:transfer>
            <ns3:flags>1</ns3:flags>
        </ns2:interface>
        <ns2:interface xsi:type="ns3:interfaceType">
            <ns3:name>isatap.qa.sw.ru</ns3:name>
            <ns3:transfer>
                <ns3:input>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:input>
                <ns3:output>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:output>
            </ns3:transfer>
            <ns3:flags>1</ns3:flags>
        </ns2:interface>
        <ns2:interface xsi:type="ns3:interfaceType">
            <ns3:name>WAN Miniport (IPv6)-QoS Packet Scheduler-0000</ns3:name>
            <ns3:transfer>
                <ns3:input>
                    <ns3:packets>0</ns3:packets>
                    <ns3:bytes>0</ns3:bytes>
                </ns3:input>
                <ns3:output>
```

```
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (IP)-QoS Packet Scheduler-0000</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>WAN Miniport (Network Monitor)-QoS Packet Scheduler-
0000</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>Broadcom NetXtreme Gigabit Ethernet-QoS Packet Scheduler-
0000</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>0</ns3:packets>
                        <ns3:bytes>0</ns3:bytes>
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
            <ns2:interface xsi:type="ns3:interfaceType">
                <ns3:name>Broadcom NetXtreme Gigabit Ethernet #2-QoS Packet Scheduler-
0000</ns3:name>
                <ns3:transfer>
                    <ns3:input>
                        <ns3:packets>2590058</ns3:packets>
                        <ns3:bytes>2164088371</ns3:bytes>
                    </ns3:input>
                    <ns3:output>
                        <ns3:packets>1495949</ns3:packets>
                        <ns3:bytes>405240478</ns3:bytes>
```

```
                    </ns3:output>
                </ns3:transfer>
                <ns3:flags>1</ns3:flags>
            </ns2:interface>
        </ns2:network>
    </ns2:computerm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

reboot

Summary:

Reboots or shuts down the machine.

Request specification:

Name	Min/Max	Type	Description
`reboot`	`0..1`	`none`	
`{`			
`  shutdown`	`0..1`	`none`	If present, the server will be shut down.
`}`			

Returns:

OK/ERROR.

Description:

The call reboots or shuts down the current Hardware Node. To perform a complete shutdown, include the optional `shutdown` element. To reboot, include just the `reboot` element. All users that are currently logged on to the server will be automatically logged off.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>computerm</target>
  <data>
    <computerm>
      <reboot>
        <shutdown/>
      </reboot>
    </computerm>
  </data>
</packet>
```

get_date

Summary:

Retrieves date and time information from the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
get_date	0..1	None	

Returns:

Name	Min/Max	Type	Description
date	1..1		
{			
time	0..1	datetime_type	Current time.
time_zone	0..1	string	Time zone information.
}			

Example:

Input

```
<packet>
  <target>computerm</target>
  <data>
    <computerm>
      <get_date/>
    </computerm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/computerm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="15c4ae30026t1ebr9c0" time="2009-10-24T13:25:25+0000">
<ns1:origin>computerm</ns1:origin>
<ns1:target>vzclient11-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:computerm>
        <ns2:date>
            <ns2:time>2009-10-24T13:25:25+0000</ns2:time>
            <ns2:time_zone>Russian Standard Time</ns2:time_zone>
        </ns2:date>
    </ns2:computerm>
</ns1:data>
<src>
    <director>gend</director>
```

```
</src>
</packet>
```

set_date

Summary:

Sets local date and time on the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
set_date			
{			
date	1..1		
{			
year	1..1	int	Four-digit year.
month	1..1	int	Month (1 to 12).
day	1..1	int	Day of month (1 to 31).
hour	1..1	int	Hour (0 to 23).
minute	1..1	int	Minute (0 to 59).
second	1..1	int	Second (0 to 59).
day_of_week	0..1	int	Day of week (0 to 7; 0 and 7 both refer to Sunday).
}			
{			
time_zone	0..1	string	Time zone information.
}			
}			

Returns:

OK/Error

Example:

```
<packet>
  <target>computerm</target>
  <data>
    <computerm>
      <set_date>
        <date>
          <year>2007</year>
          <month>1</month>
          <day>23</day>
          <hour>3</hour>
          <minute>2</minute>
          <second>25</second>
          <day_of_week>2</day_of_week>
          <time_zone>America/New_York</time_zone>
        </date>
```

```
      </set_date>
    </computerm>
  </data>
</packet>
```

get_zones_info

Summary:

Retrieves information about known time zones.

Request specification:

Name	Min/Max	Type	Description
get_zones_info	0..1	None	

Returns:

Name	Min/Max	Type	Description
time_zone	0..[]		
{			
name	1..1	string	Zone name.
display_name	1..1	string	Display name.
}			

Example:

Input

```
<packet>
  <target>computerm</target>
  <data>
    <computerm>
      <get_zones_info/>
    </computerm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/computerm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="14c4ae2fe3bt26e9r9c0" time="2009-10-24T13:17:15+0000">
<ns1:origin>computerm</ns1:origin>
<ns1:target>vzclient11-2fabe194-0477-0871-a32d-49220050cf5c</ns1:target>
<ns1:dst>
    <director>gend</director>
</ns1:dst>
<ns1:data>
    <ns2:computerm>
        <ns2:time_zone>
            <ns2:name>Afghanistan Standard Time</ns2:name>
            <ns2:display_name>(GMT+04:30) Kabul</ns2:display_name>
        </ns2:time_zone>
        <ns2:time_zone>
            <ns2:name>Alaskan Standard Time</ns2:name>
            <ns2:display_name>(GMT-09:00) Alaska</ns2:display_name>
        </ns2:time_zone>
        <ns2:time_zone>
```

```
            <ns2:name>Arab Standard Time</ns2:name>
            <ns2:display_name>(GMT+03:00) Kuwait, Riyadh</ns2:display_name>
        </ns2:time_zone>

    <!-- The complete output is omitted for brevity -->

        <ns2:time_zone>
            <ns2:name>Yakutsk Standard Time</ns2:name>
            <ns2:display_name>(GMT+09:00) Yakutsk</ns2:display_name>
        </ns2:time_zone>
    </ns2:computerm>
</ns1:data>
<src>
    <director>gend</director>
</src>
</packet>
```

data_storagem

Purpose:

The base data storage management interface.

Derived interfaces:

`backup_storagem` (p. 120)

Types

ds_locationType

Summary:

Contains data storage location configuration

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Data storage location type: `0` -- local `1` -- Windows share.
`path`	`1..1`	`base64Binary`	Root data storage path.
`login`	`0..1`	`auth_nameType` (p. 33)	Login for remote storage.
`password`	`0..1`	`string`	Password for remote storage.

ds_configurationType

Summary:

Describes data storage configuration.

Type specification:

Name	Min/Max	Type	Description
`location`	`1..1`	`ds_locationType` (p. 195)	Data storage location.

ds_object_infoType

Summary:

Displays information about an object in data storage.

Type specification:

Name	Min/Max	Type	Description
`time`	`1..1`	`datetime_type` (p. 28)	Object modification or creation time.
`size`	`1..1`	`long`	Object size in storage.
`type`	`1..1`	`int`	Object type. Values depend on implementation.
`id`	`1..1`	`ds_object_path_type` (p. 196)	Object ID/path.
`storage_eid`	`1..1`	`eid_type` (p. 29)	Server ID of the data storage server.
`info`	`1..1`	`infoType` (p. 43)	Additional information about an object.

ds_object_path_type

Summary:

Object identifier.

Type specification:

Restriction: `string`.

Calls

Call	Description
get_storage_config (p. 197)	Retrieves data storage configuration.
set_storage_config (p. 197)	Sets data storage configuration.

get_storage_config

Summary:

Retrieves data storage configuration.

Request specification:

Name	Min/Max	Type	Description
`get_storage_config`	`1..1`	`none`	

Returns:

Name	Min/Max	Type	Description
`config`		`ds_configurationType` (p. 196)	Data Storage configuration.

set_storage_config

Summary:

Sets the data storage configuration.

Request specification:

Name	Min/Max	Type	Description
`set_storage_config`	`1..1`		
`{`			
`  config`	`1..1`	`ds_configurationType` (p. 196)	New Data Storage configuration information.
`}`			

Returns:

OK/Error

devm

Purpose:

The base device management interface. Supported virtualization technologies have their own device management interfaces, which are derived from the `devm` interface.

Derived interfaces:

`vzadevm` (p. 632)

`vzpdevm` (p. 724)

Types

mount_deviceType

Summary:

Contains device mount information.

Type specification:

Name	Min/Max	Type	Description
`permanent`	`0..1`	`boolean`	Mount type: `true` -- permanent mount. `false` -- temporary mount. Permanently mounted devices are mounted automatically at system boot. Please note that when mounting a device on the Hardware Node, the mount information is written into the `/etc/fstab` file. However, when mounting a device inside a Virtuozzo Container, the mount information is written into one of the Virtuozzo script files, which are executed at the time a specific Container is started.
`device`	`0..1`	`string`	On Linux, the name of the device. On Windows, the name of the device or an EFD image file.
`point`	`1..1`	`string`	Mount point. On Linux , it is the directory name. On Windows, it is the drive letter, e.g. `E:`
`filesystem`	`0..1`	`string`	Filesystem type.
`active`	`0..1`	`boolean`	Mount status: `true` -- the mount is active. `false` -- the mount is inactive. The "inactive" status applies only to the permanent mounts. Temporary mounts can exist only in the "active" state. In other words, you cannot mount a device temporarily and make it inactive at the same time. If you try to "deactivate" a temporarily mounted device, the mount will be deleted altogether.
`size`	`0..1`	`long`	The size of the EFD image file. When creating an EFD image, specify the desired size here.

`interface`	`0..1`	`string`	Interface type: `SCSI` -- SCSI storage device. This element is used when configuring Windows Cluster Server (MSCS) support in a Virtuozzo Container. You can create an EFD image, mount it inside a Virtuozzo Container, and configure the new drive to be recognized by Windows running in the Container as a SCSI storage device. In order to do that, include the `interface` element containing the `SCSI` value. If this element is omitted while mounting an EFD image inside a Container, the image is mounted as a common loopback.

common_deviceType

Summary:

Common device information.

Type specification:

Name	Min/Max	Type	Description
`name`	`0..1`	`string`	Device name.
`description`	`0..1`	`string`	Device description.

Subtypes:

`windows_deviceType` (p. 201)

`scsi_deviceType` (p. 201)

windows_deviceType

Summary:

Contains information about any non-SCSI device on Windows.

Type specification:

Extends `common_deviceType` (p. 200)

Adds the following elements:

Name	Min/Max	Type	Description
`physical_name`	`0..1`	`base64Binary`	Physical device name.

scsi_deviceType

Summary:

Contains information about a SCSI device.

Type specification:

Extends `windows_deviceType` (p. 201)

The type has no additional elements.

Calls

Call	Description
get_mounts (p. 213)	Retrieves a list of devices mounted inside the specified server.
new_mount (p. 222)	Mounts the specified device.
umount (p. 230)	Unmounts the specified device.
get_info (p. 211)	Gets information about all available filesystems, partitions and devices.
create_drive (p. 203)	Creates a new file system image file and loopback-mounts it in the specified server.
delete_drive (p. 207)	Unmounts and deletes the file system image file.
resize_drive (p. 228)	Resizes file system image file.
format_drive (p. 208)	Formats a disk drive.
list_devices (p. 217)	Lists devices available on the Hardware Node.
forward_device (p. 209)	Makes a SCSI device on the Hardware Node visible and accessible to Virtuozzo Containers.
remove_forward (p. 226)	Cancels forwarding of a device (see `forward_device` above).
list_forward (p. 219)	List the device forwarding information (see `forward_device` above).

create_drive

This call is available on Windows only.

Summary:

Creates a new file system image and loopback-mounts it on the specified server.

Request specification:

Name	Min/Max	Type	Description
`create_drive`		`mount_deviceType` (p. 199)	
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

Name	Min/Max	Type	Description
`device_info`			New disk information.
`{`			
`  device`	`0..[]`	`string`	The full path to the image file.
`}`			

Description:

Use the `create_drive` call to create EFD file system images. EFD is Parallels' proprietary file system. The call creates a new, empty file system image file and then loopback-mounts it the specified Container. After the file is created and mounted, you can use it just like any other physical disk drive inside the Container.

The `device` parameter specifies the name and path where the file will reside. If you specify a full path, it will be treated as a path on the Hardware Node. If you specify just the name of the file, the file will be created in the Container private area. If you omit the `device` element, the file name will be generated automatically and the file will be created in the Container private area.

The image located in a particular Container private area can be mounted inside that Container only. Note that when creating an image file, you have to mount it inside a Container, you cannot create an unmounted EFD image.

The following describes the parameters used in this call:

`device` -- The name and path of the image file. If not specified, the name will be generated automatically by using the `lpbk` prefix (meaning "loopback") followed by a numeric value indicating the file number (i.e. `0000`, `0001`, `0002`, etc.), and the `.efd` extension. The following are the examples of the automatic file names: `lpbk0000.efd`, `lpbk0001.efd`, `lpbk0002.efd`. If the name doesn't contain a full path, the image file will be created in the Container private area. If the full path is specified (e.g. `C:\img.efd`), it will be treated as a path on the Hardware Node.

`size` -- The size of the image file in bytes.The minimum allowed size is 6 megabytes. There's no limit on the max size. You can change this size later with the `resize_drive` call (p. 228).

`point` -- The mount point. This must be the disk drive letter, e.g. `E:`

`eid` -- The ID of the server where you would like to mount the image file.

Configuring shared loopback based Container clustering

`interface` -- To configure shared loopback based Container clustering, the new drive must be recognized by Windows running inside the Container as SCSI block device. This is accomplished by include the `interface` element containing the `SCSI` value. Before you can start using the drive inside the Container, you'll have to initialize it as follows:

1. Log in to the Container via Remote Desktop.
2. On the Windows **Start** menu, select **Programs->Administrative Tools->Computer Management**.
3. In the Computer Management window, select **Storage->Disk Management**.
4. Right-click on the new disk and select the **Initalize** option from the pop-up menu.
5. Right-click on the disk partition and select the **New Parition** option from the menu.
6. Complete the **New Partition** wizard using the default values on all screens except the **Assign the Drive Letter or Path** screen where you should select the drive letter that you specified in the `point` parameter of the `create_drive` call.

The following steps describe how to deploy shared loopback based Container clustering.

1. Enable Windows Cluster Server support in a Virtuozzo Container by turning the `failover_cluster` capability on. The following code example shows how it is accomplished:

```
<packet version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
        <config>
          <capability>
            <id>failover_cluster</id>
            <value>1</value>
          </capability>
        </config>
      </set>
```

```
    </vzaenvm>
  </data>
</packet>
```

2. Create a shared disk drive as described above.

3. Login to the Container via Remote Desktop and create/add the Container to a cluster using Microsoft Cluster Administrator.

Example 1:

Creating the filesystem image named `img.efd` in the `C:` drive root directory on the Hardware Node and mounting it as an `F:` drive inside the specified Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <create_drive>
        <device>C:\img.efd</device>
        <point>F:</point>
        <size>6000000</size>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
      </create_drive>
    </vzadevm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzadevm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2bc46486e35t6443re80"
time="2007-05-15T13:12:23+0000" priority="0" version="4.0.0">
<ns1:origin>vzadevm</ns1:origin>
<ns1:target>vzclient2</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzadevm>
    <ns2:device_info>
      <ns2:device>C:\img.efd</ns2:device>
    </ns2:device_info>
  </ns2:vzadevm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 2:

In this example we do not specify the name for the image file. The name, therefore, will be generated automatically and the file will be created in the Container private area.

Input

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <create_drive>
        <point>I:</point>
        <size>6000000</size>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
      </create_drive>
    </vzadevm>
  </data>
</packet>
```

Output

The output below contains the name of the image file: `lpbk0004.efd`

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzadevm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2cc46487129t66bbre80"
time="2007-05-15T13:24:59+0000" priority="0" version="4.0.0">
<ns1:origin>vzadevm</ns1:origin>
<ns1:target>vzclient2</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzadevm>
    <ns2:device_info>
      <ns2:device>lpbk0004.efd</ns2:device>
    </ns2:device_info>
  </ns2:vzadevm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 3:

This example demonstrates how to create a shared SCSI storage device inside a Container.

Input

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <create_drive>
        <device>C:\img007.efd</device>
        <point>L:</point>
        <size>6000000</size>
        <interface>SCSI</interface>
        <eid>715d6510-b7f1-4eda-98e2-3c6b6ee1f608</eid>
      </create_drive>
    </vzadevm>
  </data>
</packet>
```

delete_drive

This call is available on Windows only.

Summary:

Unmounts and deletes the specified filesystem image file.

Request specification:

Name	Min/Max	Type	Description
`delete_drive`			
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	Server ID.
`[`			Denotes a choice between the `point` and the `device` elements.
`point`	`1..1`	`string`	Mount point.
`device`	`1..1`	`string`	*This parameter is not currently used.*
`]`			
`}`			

Returns:

OK/Error

Description:

The `delete_drive` call unmounts the EFD image from the specified Container that was previously mounted using the `create_drive` (p. 203) or the `new_mount` (p. 222) calls. The image file is then permanently deleted from the Hardware Node or the Container private area. CAUTION! You will not be able to re-mount the file and recover its contents after executing this call. To unmount the file system image without deleting the image file, use the `umount` call (p. 230).

Example:

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <delete_drive>
        <eid>715d6510-b7f1-4eda-98e2-3c6b6ee1f608</eid>
        <point>K:</point>
      </delete_drive>
    </vzadevm>
  </data>
</packet>
```

format_drive

This call has not been implemented in the current Agent version.

Summary:

Formats a disk drive.

Request specification:

Name	Min/Max	Type	Description
`format_drive`			
`{`			
`  device`	`1..1`	`string`	Device name.
`  type`	`1..1`	`string`	Filesystem type to create.
`  label`	`0..1`	`string`	Volume label.
`  block_size`	`0..1`	`long`	Filesystem block size (in bytes).
`}`			

forward_device

This call is currently available on Windows only.

Summary:

Makes a SCSI device on the Hardware Node accessible from within a Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`forward_device`			
`{`			
`forward`	`1..1`		
`{`			
`source`	`1..1`		Source device information.
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	*Not used here.*
`device`	`1..1`	`common_deviceType` (p. 200)	The device information. Use `scsi_deviceType` type (p. 201) -- the the subtype of `common_deviceType (p. 200)` `--` when populating this structure.
`}`			
`destination`	`1..1`		Target device information.
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	Target server ID.
`device`	`1..1`	`common_deviceType` (p. 200)	The device info as you want to be displayed in the target server.
`}`			
`}`			
`}`			

Returns:

OK/Error

Description:

This functionality exists for the purpose of setting up *SAN (Storage Area Networks) based Container clustering*. One of the requirements for setting up SAN based clustering is the ability to access remote storage devices (shared SCSI, fiberchannel, etc.) from within a Container by mounting such a device inside the Container. The `forward_device` call allows to accomplish this task. The source device information must include the name and the ID of the device (the ID is contained in the `physical_name` element). To retrieve the list of SCSI devices available on the Hardware Node, use the `list_device` call (p. 217) and select the entries from the result set that are contained in the `device` element of type `scsi_deviceType` (p. 201). The following is an example of such an entry:

```
<ns2:device xsi:type="ns2:scsi_deviceType">
  <ns2:name>S SCSI Disk Device</ns2:name>
  <ns2:description>Disk drive</ns2:description>
  <ns2:physical_name>
       U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0Rf
       Vk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4wXDQm
       M0E3Mzk1MjkmMCYwMDA=
  </ns2:physical_name>
</ns2:device>
```

The target device information must include the ID of the server where you would like to mount the drive, and the device info (name, description) as you want it to be displayed in the target server.

Example:

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/devm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <forward_device>
        <forward>
          <source>
            <ns2:device xsi:type="ns2:scsi_deviceType">
              <ns2:name>S SCSI Disk Device</ns2:name>
              <ns2:description>Disk drive</ns2:description>

<ns2:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMDA=</ns2:physical_name>
            </ns2:device>
          </source>
          <destination>
            <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
            <ns2:device xsi:type="ns2:scsi_deviceType">
               <ns2:name>My SCSI Disk Device</ns2:name>
               <ns2:description>Disk drive</ns2:description>
            </ns2:device>
          </destination>
        </forward>
      </forward_device>
    </vzadevm>
  </data>
</packet>
```

get_info

Summary:

Retrieves information about all available filesystems, partitions, and devices from the current server.

Request specification:

Name	Min/Max	Type	Description
get_info	0..1	none	

Returns:

Name	Min/Max	Type	Description
device_info			
{			
filesystem	0..[]	string	Filesystem type.
device	0..[]	string	Device name.
partition	0..[]	string	Partition name.
}			

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <get_info/>
    </vzadevm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzadevm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="22c4649b5f1t26e9rf74"
time="2007-05-15T16:57:31+0000" priority="0" version="4.0.0">
<ns1:origin>vzadevm</ns1:origin>
<ns1:target>vzclient5-1df4b04e-0d55-f246-b718-89bbc62fd371</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzadevm>
    <ns2:device_info>
      <ns2:partition>/dev/sda1</ns2:partition>
      <ns2:partition>/dev/sda2</ns2:partition>
      <ns2:partition>/dev/sda3</ns2:partition>
      <ns2:partition>/dev/sda5</ns2:partition>
      <ns2:partition>/dev/dm-0</ns2:partition>
      <ns2:filesystem>auto</ns2:filesystem>
```

```
    </ns2:device_info>
  </ns2:vzadevm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_mounts

Summary:

Retrieves information about the filesystems mounted on the specified server.

Request specification:

Name	Min/Max	Type	Description
`get_mounts`			
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	Server ID. If omitted, a list of file systems mounted in the current server will be retrieved.
`}`			

Returns:

Name	Min/Max	Type	Description
`mount`			Mount information.
`{`			
`permanent`	`0..1`	`boolean`	Contains `true` if the filesystem is mounted permanently. Contains `false` otherwise. Permanently mounted filesystems have corresponding entries in `/etc/fstab` file and are mounted automatically every time the system reboots.
`device`	`0..1`	`string`	Device name, e.g. `/dev/fd0`
`point`	`1..1`	`string`	Mount point, e.g. `/mnt/floppy`
`filesystem`	`0..1`	`string`	Filesystem type.
`active`	`0..1`	`boolean`	Contains `true` if mount is active. Contains `false` otherwise. Temporarily mounted filesystems exist only in the "active" state. Trying to make the temporary mount inactive will remove the mount from the system.
`}`			

Returns:

Name	Min/Max	Type	Description
`mount`			Mount information.
`{`			

device	0..1	string	Device name. Can be a letter of the physical drive on the Hardware Node or the name of the loopback-mounted filesystem image.
point	1..1	string	The drive letter the filesystem is mounted to.
size	0..1	long	The total size of the media in the mounted physical drive or the size of the loopback-mounted file, in bytes.
}			

Description:

On Linux, the `get_mounts` call retrieves information about currently mounted filesystems (usually a device, but can also be a directory name or a dummy).

On Windows, it is possible to mount a physical drive or a filesystem image. Depending on the source, the `get_mounts` call returns the following information:

- If the device is a physical drive on the Hardware Node, the `device` parameter will contain the drive letter. For example, if a Hardware Node has a CD-ROM drive with a letter `D:` assignment, and this drive is mounted on a server as drive `F:`, the `device` parameter will contain the `D:` and the `point` parameter will contain the `F:`. The `size` parameter will contain the total size of the media in the drive (hard disk partition, floppy disk, CD-ROM, etc.).
- If the device is a loopback-mounted filesystem image, the `device` parameter will contain the name and path of the file and the `point` parameter will contain the drive letter that the image file is mounted to. The `size` parameter will contain the file size in bytes.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <get_mounts>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </get_mounts>
    </vzadevm>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>devm</ns1:origin>
<ns1:target>vzclient5</ns1:target>
<ns1:data>
  <ns2:devm>
    <ns2:mount>
      <ns2:device>/dev/VolGroup00/LogVol00</ns2:device>
      <ns2:filesystem>ext3</ns2:filesystem>
```

```
      <ns2:permanent>1</ns2:permanent>
      <ns2:active>1</ns2:active>
      <ns2:point>/</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>LABEL=/boot</ns2:device>
      <ns2:filesystem>ext3</ns2:filesystem>
      <ns2:permanent>1</ns2:permanent>
      <ns2:point>/boot</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/sdb1</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:permanent>1</ns2:permanent>
      <ns2:point>/vz</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/hdd</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:point>/media/cdrom</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/hdc</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:point>/media/cdrom1</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/hdb</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:point>/media/cdrom2</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/hda</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:point>/media/cdrom3</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>/dev/fd0</ns2:device>
      <ns2:filesystem>auto</ns2:filesystem>
      <ns2:point>/media/floppy</ns2:point>
    </ns2:mount>
  </ns2:devm>
</ns1:data>
</ns1:packet>
```

Example:

Input

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <get_mounts>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
      </get_mounts>
    </vzadevm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzadevm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2dc464871d0t428bre80"
time="2007-05-15T13:27:38+0000" priority="0" version="4.0.0">
<ns1:origin>vzadevm</ns1:origin>
<ns1:target>vzclient2</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzadevm>
    <ns2:mount>
      <ns2:device>root.efd</ns2:device>
      <ns2:size>174094336</ns2:size>
      <ns2:point>C:</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>C:\img.efd</ns2:device>
      <ns2:size>6027264</ns2:size>
      <ns2:point>F:</ns2:point>
    </ns2:mount>
    <ns2:mount>
      <ns2:device>lpbk0000.efd</ns2:device>
      <ns2:size>1000011776</ns2:size>
      <ns2:point>K:</ns2:point>
    </ns2:mount>
  </ns2:vzadevm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

list_device

This call is available on Windows only.

Summary:

Lists devices installed on the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`list_device`			
`{`			
`device`	`0..[]`	`common_deviceType` (p. 200)	Device info. If none specified, returns a list of all available devices.
`}`			

Returns:

Name	Min/Max	Type	Description
`device`	`0..1`	`common_deviceType` (p. 200)	Device information. The actual data type returned here can be used to identify the device type (SCSI, other Windows devices). See the subtypes of the `common_deviceType` (p. 200) for the available types. When setting up Container clustering, select the desired SCSI device from the list.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>devm</target>
  <data>
    <devm>
      <list_device/>
    </devm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/devm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="55c464dc9d9t2350r878"
time="2007-05-19T14:44:18+0000" priority="0" version="4.0.0">
<ns1:origin>devm</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
```

```
<ns1:data>
  <ns2:devm>
    <ns2:device xsi:type="ns2:windows_deviceType">
      <ns2:name>Microsoft AC Adapter</ns2:name>
      <ns2:description>Microsoft AC Adapter</ns2:description>
      <ns2:physical_name>QUNQSVxBQ1BJMDAwM1wx</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:windows_deviceType">
      <ns2:name>ACPI Fixed Feature Button</ns2:name>
      <ns2:description>ACPI Fixed Feature Button</ns2:description>
      <ns2:physical_name>QUNQSVxGSVhFREJVVFRPTlwyJkRBQkEzRkYmMA==</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:windows_deviceType">
      <ns2:name>Microsoft System Management BIOS Driver</ns2:name>
      <ns2:description>Microsoft System Management BIOS Driver</ns2:description>
      <ns2:physical_name>Uk9PVFxTWVNURU1cMDAwMg==</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:scsi_deviceType">
      <ns2:name>VMware, VMware Virtual S SCSI Disk Device</ns2:name>
      <ns2:description>Disk drive</ns2:description>

<ns2:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMDA=</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:scsi_deviceType">
      <ns2:name>VMware, VMware Virtual S SCSI Disk Device</ns2:name>
      <ns2:description>Disk drive</ns2:description>

<ns2:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMTA=</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:windows_deviceType">
      <ns2:name>Generic volume</ns2:name>
      <ns2:description>Generic volume</ns2:description>

<ns2:physical_name>U1RPUkFHRVxWT0xVTUVcMSYzMEE5NjU5OCYwJlNJR05BVFVSRUM2NzhERTkxT0ZGU0VU
N0UwMExFTkdUSDNGRkFCRDIwMA==</ns2:physical_name>
    </ns2:device>
    <ns2:device xsi:type="ns2:windows_deviceType">
      <ns2:name>Generic volume</ns2:name>
      <ns2:description>Generic volume</ns2:description>

<ns2:physical_name>U1RPUkFHRVxWT0xVTUVcMSYzMEE5NjU5OCYwJlNJR05BVFVSRUVGMThFRjE4T0ZGU0VU
N0UwMExFTkdUSDFGRjU4MjgwMA==</ns2:physical_name>
    </ns2:device>
  </ns2:devm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

list_forward

This call is available on Windows only.

Summary:

Lists the device forwarding information. See the `forward_device` call (p. 209) for more info on device forwarding.

Request specification:

Name	Min/Max	Type	Description
`list_forward`			
`{`			
`  eid`	`0..1`	`eid_type` (p. 29)	The ID of the server for which you would like to see the device forwarding information.
`}`			

Returns:

Name	Min/Max	Type	Description
forward	1..[]		A list of "forwarded" devices.
{			
source	1..1		Source device information.
{			
eid	0..1	eid_type (p. 29)	Host server ID.
device	0..1	common_deviceType (p. 200)	Device information.
}			
destination			Destination device information.
{			
eid	0..1	eid_type (p. 29)	Server ID.
device	0..1	common_deviceType (p. 200)	Device information.
}			
}			

Example:

Input

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <list_forward>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
      </list_forward>
    </vzadevm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/devm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzadevm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="51c464db67ft56aer878"
time="2007-05-19T13:21:44+0000" priority="0" version="4.0.0">
<ns1:origin>vzadevm</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzadevm>
    <ns2:forward>
      <ns2:source>
```

```
        <ns2:device xsi:type="ns3:windows_deviceType">
          <ns3:name>S SCSI Disk Device</ns3:name>
          <ns3:description>SCSI Disk Device</ns3:description>

<ns3:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMDA=</ns3:physical_name>
        </ns2:device>
      </ns2:source>
      <ns2:destination>
        <ns2:eid>7f29d970-3e31-46f3-9b59-2654329e3e55</ns2:eid>
        <ns2:device xsi:type="ns3:windows_deviceType">
          <ns3:name>My SCSI Disk Device</ns3:name>
          <ns3:description>S SCSI Disk Device</ns3:description>

<ns3:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMDA=</ns3:physical_name>
        </ns2:device>
      </ns2:destination>
    </ns2:forward>
  </ns2:vzadevm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

new_mount

Summary:

Mounts a Hardware Node device on the Hardware Node or inside a Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`new_mount`		`mount_deviceType` (p. 199)	
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

The `device` parameter specifies the name of the device that you would like to mount. The `point` parameter is used to specify the name of the directory where you would like to mount the device. If the specified directory does not exist, it will be created. Once the device is mounted, the mount point will refer to the root of the file system on the device.

If the `filesystem` element is absent or set to `auto`, the system will attempt to detect the file system type automatically. It is not always possible to recognize some file systems due to differences in implementations. That's why you might want to specify the file system type via the `filesystem` option.

If the `permanent` parameter is set to `true`, the device will be mounted permanently, which means that the device will be mounted automatically every time the server is started or restarted. If the parameter is set to `false` or omitted, the device will be mounted temporarily, i.e. the mount point will exist for the duration of the current session only. You can change the status of the mount point to "permanent" later if you wish. In order to do that, execute the `new_mount` call again passing the same parameters and values as when you created the mount point except the `permanent` parameter which should be set to `true`, and the `active` parameter which should be omitted from the call (see code examples below). Please note that when mounting a device on the Hardware Node, the mount information is written into the `/etc/fstab` file. However, when mounting a Hardware Node device inside a Virtuozzo Container, the mount information is written into one of the internal Virtuozzo script files, which are executed at the time a specific Container is started. Do not attempt to modify the `fstab` file inside the Container manually as it will not work.

If the `active` element is included, the command will make an attempt to attach the file system on the device to the mount point at the end of the operation. If this option is omitted or set to `false`, the mount point will still be created but it will remain in the "inactive" state, in which case you will have to activate it before it can be used. To activate a mount point (to attach the filesystem on the device to it), use the `new_mount` call again passing the same parameters and values as when you created the mount point except the `active` parameter which should be set to `true`, and the `permanent` parameter which should be omitted from the call (see code examples below). If the device doesn't contain a valid file system (e.g. the CD drive is empty), the mount point will be created but will also remain in the "inactive" state. Note that temporary mounts cannot exist in the "inactive" state. If you specify the `permanent` parameter and the `active` parameter both set to false (or if you omit both parameters), the mount point will not be created.

To retrieve the list of the available filesystems, partitions, and devices, use the `get_info` call (p. 211).

On Windows, the `new_mount` call allows to do the following:

- Mount a physical drive installed on the Hardware Node inside a Virtuozzo Container. The `device` parameter is used to specify the physical drive letter. The `point` parameter is used to specify the drive letter representing the mount point. For example, if a CD-ROM drive is assigned the letter `D:` on the Hardware Node and you would like to mount it to drive letter `F:` on a Virtuozzo Container, the `device` parameter should contain the `D:` value and the `point` parameter should contain the `F:` value.
- Loopback-mount EFD filesystem images. EFD is Parallels' proprietary filesystem. Use the `device` parameter to specify the image file name and path. The `point` parameter must contain the drive letter that you want to use for this mount. The `interface` parameter must be omitted from the request. Please note that you cannot mount the same image in more than one Container. You can create EFD images using the `create_drive` call (p. 203).
- Configure Windows Cluster Server (MSCS) support. If you have an EFD image file on the Hardware Node (or on a remote network share), you can mount it inside a Virtuozzo Container as an emulated shared SCSI storage device. To mount a shared image, use the `device` parameter to specify the image file name and path on the Hardware Node. The `point` parameter must contain the drive letter that you would like to use for the mount. The value of the `interface` parameter must be `SCSI`, which indicates that you are mounting an image as an emulated shared SCSI storage device. Before you can use the new drive inside the Container, you will have to initialize it (see the `create_drive` call (p. 203) for more information on how to initialize the new drive in Windows and for more info Windows Cluster Server support in Virtuozzo Containers).

Example 1:

Temporarily mounting a Hardware Node partition inside a Container.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
```

```
      <new_mount>
        <device>/dev/sda2</device>
        <point>/mydrive</point>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
        <active>true</active>
      </new_mount>
    </vzadevm>
  </data>
</packet>
```

Example 2:

Changing the status of the existing mount point from "temporary" to "permanent".

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <new_mount>
        <permanent>true</permanent>
        <device>/dev/sda2</device>
        <point>/mydrive</point>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
      </new_mount>
    </vzadevm>
  </data>
</packet>
```

Example 3:

Changing the state of the existing mount point from "inactive" to "active", i.e. attaching the filesystem on the device to the mount point.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <new_mount>
        <device>/dev/sda2</device>
        <point>/mydrive</point>
        <active>true</active>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
      </new_mount>
    </vzadevm>
  </data>
</packet>
```

Example 4:

Mounting the CD-ROM drive `D:` installed on the Hardware Node inside the specified Container. Assigning the drive letter `F:` to the new mount inside the Container.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <new_mount>
        <device>C:\</device>
        <point>F:</point>
        <eid>b85f10fc-e42b-4e1c-a18b-85c6a25501b8</eid>
```

```
      </new_mount>
    </vzadevm>
  </data>
</packet>
```

Example 5:

Mounting an EFD filesystem image inside a Container.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <new_mount>
        <device>C:\img005.efd</device>
        <point>M:</point>
        <eid>715d6510-b7f1-4eda-98e2-3c6b6ee1f608</eid>
      </new_mount>
    </vzadevm>
  </data>
</packet>
```

remove_forward

This call is available on Windows only.

Summary:

Cancels the forwarding of a device that was added to a Virtuozzo Container using the `forward_device` call (p. 209).

Request specification:

Name	Min/Max	Type	Description
`remove_forward`			
`{`			
`forward`	`1..1`		
`{`			
`source`	`1..1`		The original source device information.
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	*Not used here.*
`device`	`0..1`	`common_deviceType` (p. 200)	Device information.
`}`			
`destination`			The device information inside a Container.
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	Server ID.
`device`	`0..1`	`common_deviceType` (p. 200)	Device information.
`}`			
`}`			
`}`			

Returns:

OK/Error

Description:

The `remove_forward` call has essentially the same exact parameters and values as the `forward_device` call (p. 209). The only difference between the two is the name of the call itself.

Example:

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/devm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <remove_forward>
        <forward>
          <source>
            <ns2:device xsi:type="ns2:scsi_deviceType">
              <ns2:name>S SCSI Disk Device</ns2:name>
              <ns2:description>Disk drive</ns2:description>

<ns2:physical_name>U0NTSVxESVNLJlZFTl9WTVdBUkVfJlBST0RfVk1XQVJFX1ZJUlRVQUxfUyZSRVZfMS4w
XDQmM0E3Mzk1MjkmMCYwMDA=</ns2:physical_name>
            </ns2:device>
          </source>
          <destination>
            <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
            <ns2:device xsi:type="ns2:scsi_deviceType">
               <ns2:name>My SCSI Disk Device</ns2:name>
               <ns2:description>Disk drive</ns2:description>
            </ns2:device>
          </destination>
        </forward>
      </remove_forward>
    </vzadevm>
  </data>
</packet>
```

resize_drive

This call is available on Windows only.

Summary:

Resizes an EFD filesystem image mounted inside a Container.

Request specification:

Name	Min/Max	Type	Description
`resize_drive`			
{			
`size`	`1..1`	`long`	The new size in bytes. The minimum allowed size is 6 megabytes. There's no limit on the max size.
`eid`	`0..1`	`eid_type` (p. 29)	The ID of the server where the image is mounted.
[			
`point`	`1..1`	`string`	Mount point.
`device`	`1..1`	`string`	*This parameter is not currently used.*
]			
}			

Returns:

OK/Error

Errors

See **devm Errors**

Description:

For more info on creating and mounting EFD filesystem images, see the `create_drive` call (p. 203).

Example:

```
<packet version="4.0.0">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <resize_drive>
        <size>8000000</size>
        <eid>7f29d970-3e31-46f3-9b59-2654329e3e55</eid>
        <point>F:</point>
      </resize_drive>
    </vzadevm>
  </data>
```

```
</packet>
```

umount

Summary:

Unmounts a device that was previously mounted using the `new_mount` call (p. 222).

Request specification:

Name	Min/Max	Type	Description
`umount`		`mount_deviceType` (p. 199)	
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

On Linux, the `umount` call is used to deactivate an existing mount point (i.e. to detach the specified filesystem from the file hierarchy), to change the mount point status from "permanent" to "temporary", or to remove the mount point from the system completely.

To deactivate the mount point, include the `point` parameter containing the directory name, the `eid` parameter containing the Server ID, and the `active` parameter containing the `true` value (see code examples below).

To change the status of the mount point from "permanent" to "temporary", include the `point` parameter containing the directory name, the `eid` parameter containing the Server ID, and the `permanent` parameter containing the `true` value (see code examples below). Please note that temporary mounts can only exist in the "active" state, therefore you cannot make a mount point temporary if it is not currently active.

To remove the mount point, include the `point` parameter containing the directory name, the `eid` parameter containing the Server ID, the `point` parameter containing the directory name, and the `permanent` parameter containing the `true` value (see code examples below).

On Windows, the `umount` call removes the drive that has been associated with a physical storage device on the Hardware Node or an EFD image. When unmounting an EFD image, the image file will not be physically deleted and can be re-mounted later. To permanently delete the image file, use the `delete_drive` call (p. 207). The following parameters are used:

`point` -- the drive letter (e.g. `E:`) associated with the device or the image file.

`eid` -- Server ID.

Example 1:

Deactivating the existing mount point.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <umount>
        <device>/dev/sda2</device>
        <point>/mydrive</point>
        <active>true</active>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
      </umount>
    </vzadevm>
  </data>
</packet>
```

Example 2:

Making the mount point temporary.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <umount>
        <permanent>1</permanent>
        <point>/mydrive</point>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
      </umount>
    </vzadevm>
  </data>
</packet>
```

Example 3:

Removing the mount point.

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
  <data>
    <vzadevm>
      <umount>
        <permanent>true</permanent>
        <point>/mydrive</point>
        <eid>107d1f60-841e-8c43-8152-3c368ef3c366</eid>
        <active>1</active>
      </umount>
    </vzadevm>
  </data>
</packet>
```

Example 4:

Unmounting a device that was previously mounted inside a Container (the device can be a physical drive or an EFD image).

```
<packet version="4.0.0" id="2">
  <target>vzadevm</target>
```

```
  <data>
    <vzadevm>
      <umount>
        <point>K:</point>
        <eid>b85f10fc-e42b-4e1c-a18b-85c6a25501b8</eid>
      </umount>
    </vzadevm>
  </data>
</packet>
```

sample_manager

Purpose:

Sample configuration management interface. Sample configurations are used to create Virtuozzo Container optimized for a particular purpose. For example, a general purpose Container may not require as much resources as a Container that will be hosting a database server, so instead of configuring each server individually, a sample configuration is created for each purpose in advance and is saved in a file on the Hardware Node. The information stored in these files can then be used to create new Containers. The `env_samplem` interface allows to create, modify, retrieve, and delete the sample configuration data.

Calls

Call	Description
get_sample_conf (p. 233)	Retrieves a list of sample configurations from the Hardware Node.
set_sample_conf	Modifies an existing sample configuration or creates a new one.
del_sample_conf	Deletes an existing sample configuration.

get

Summary:

Retrieves a list of Container sample configurations from a physical server.

Request specification:

Name	Min/Max	Type	Description
`get`			
`{`			
`id`	`0..[]`	`string`	A list of IDs of sample configurations to include in the result set. If none specified, all available sample configurations will be retrieved.
`eid`	`0..1`	`eid_type` (p. 29)	Server ID. If specified, retrieves only the sample configurations that can be used to create Containers on the specified host.
`}`			

Returns:

Name	Min/Max	Type	Description
	`0..[]`	`sample_confType` (p. 61)	Sample configuration data.

Description:

The `get` call allows performing the following tasks:

- Retrieve a list of sample configurations available on the current server. If the server is a Master Node in a group, the call retrieves sample configurations from every Node in the group. To perform this task, do not include any parameters.
- Retrieve a specific sample configuration. To perform this task, specify the sample configuration ID using the `id` element.
- Retrieve a list of sample configurations that can be used to create Containers on the specified hosts. Consider the following example. Let's say that you have a group set up and you would like to create Containers on one of the Nodes in the group. Each Node in the group may contain unique sample configuration files, any of which can be used to create Virtuozzo Containers on any of the Nodes in the group. However, not all sample configurations may be compatible with the given Hardware Node because each sample configuration is designed for a specific platform (Linux, Windows), CPU architecture, etc. To get the list of the sample configurations that can be used to create Containers on a specific node, specify the Server ID of the Node using the `eid` parameter.

The following examples demonstrate how to perform each of the tasks described above.

Example 1:

Retrieving a list of all sample configurations available on the Hardware Node (or in the entire group, if we are connected to the Master Node).

Input

```
<packet version="4.0.0" id="4">
  <target>vzasample_manager</target>
  <data>
    <vzasample_manager>
    <get/>
    </vzasample_manager>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/sample_manager"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzasamplem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns5="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="1bc4cf39711t491cr4c4" type="0" time="2010-11-29T12:10:47+0000">
<origin>vzasample_manager</origin>
<target>vzclient45-a91bcfea-3de2-ba43-859a-26f58f14706e</target>
<dst>
 <director>gend</director>
</dst>
<data>
 <vzasample_manager>
```

```
<sample xsi:type="ns3:env_sampleType">
 <id>4b95a451-bcbf-c361-efa4-ec2672698d7a</id>
 <virtual_config xsi:type="ns4:env_configType">
  <on_boot>1</on_boot>
<offline_management>1</offline_management>
  <architecture>x86_64</architecture>
  <address>
   <ip>0.0.0.0</ip>
  </address>
  <qos>
   <id>avnumproc</id>
   <hard>180</hard>
  </qos>
  <qos>
   <id>cpuunits</id>
   <hard>1000</hard>
  </qos>
  <qos>
   <id>dcachesize</id>
   <hard>3624960</hard>
   <soft>3409920</soft>
  </qos>
  <qos>
   <id>dgramrcvbuf</id>
   <hard>262144</hard>
   <soft>262144</soft>
  </qos>
  <qos>
   <id>diskinodes</id>
   <hard>220000</hard>
   <soft>200000</soft>
  </qos>
  <qos>
   <id>diskspace</id>
   <hard>1153024</hard>
   <soft>1048576</soft>
  </qos>
  <qos>
   <id>kmemsize</id>
   <hard>14790164</hard>
   <soft>14372700</soft>
  </qos>
  <qos>
   <id>lockedpages</id>
   <hard>512</hard>
   <soft>512</soft>
  </qos>
  <qos>
   <id>numfile</id>
   <hard>9312</hard>
  </qos>
  <qos>
   <id>numflock</id>
   <hard>206</hard>
   <soft>188</soft>
  </qos>
  <qos>
   <id>numiptent</id>
   <hard>128</hard>
  </qos>
  <qos>
```

```
     <id>numothersock</id>
     <hard>360</hard>
    </qos>
    <qos>
     <id>numproc</id>
     <hard>240</hard>
    </qos>
    <qos>
```

Example 2:

Retrieving a specific sample configuration.

Input

```
<packet version="4.0.0" id="4">
  <target>vzasample_manager</target>
    <data>
    <vzasample_manager>
      <get>
        <id>0bd2ca65-8928-4f0d-8396-e8cba58dada0</id>
      </get>
    </vzasample_manager>
  </data>
</packet>
```

The output here is similar to the output shown in the previous example.

Example 3:

Retrieving a list of sample configurations that can be used to create Virtuozzo Containers.

Input

```
<packet version="4.0.0" id="2">
  <target>server_group</target>
  <data>
    <server_group>
      <get_list>
        <type>generic</type>
      </get_list>
    </server_group>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/server_group"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="dc45ed4e57t41bbr274"
time="2007-03-06T09:05:31+0000" priority="0" version="4.0.0">
<ns1:origin>server_group</ns1:origin>
<ns1:target>vzclient5</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:server_group>
    <ns2:eid>565b96bd-d2da-4c7e-a212-0943a4bd6b29</ns2:eid>
  </ns2:server_group>
```

```
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Now, that we have the Server ID of the host, use the `get_sample_conf` call to get the list of the compatible sample configurations.

Input

```
<packet version="4.0.0">
  <target>vzasample_manager</target>
  <data>
    <vzasample_manager>
      <get>
        <eid>565b96bd-d2da-4c7e-a212-0943a4bd6b29</eid>
      </get>
    </vzasample_manager>
  </data>
</packet>
```

envm

Purpose:

The base server management interface that provides calls for physical and virtual server management. Supported virtualization technologies have their own server management interfaces, which are derived from the `envm` interface.

Derived interfaces:

`vzaenvm` (p. 633)

`vzpenvm` (p. 716)

Calls

Call	Description
create (p. 239)	Creates a new virtual server.
repair (p. 259)	Creates a Virtuozzo Container as a temporary replacement for another Container that needs repairs.
stop_repair (p. 271)	Stops and destroys the temporary Container created by the `repair` call.
start (p. 269)	Starts the specified Container.
stop (p. 270)	Stops the specified Container.
restart (p. 260)	Restarts a Container.
destroy (p. 246)	Destroys a Container.
suspend (p. 272)	Suspends a Container.
resume (p. 261)	Resumes a Container that was previously suspended with the `suspend` call.
get_info (p. 247)	Retrieves Container information.
get_list (p. 253)	Gets a list of Containers from a Hardware Node.
set (p. 262)	Sets the Container configuration parameters.
put_private	Creates or replaces a file in the Container private area.
get_private	Retrieves the contents of a file from the private area of the specified Container.
get_vt_settings (p. 257)	Retrieves Virtuozzo Containers settings.
set_vt_settings (p. 268)	Allows to modify Virtuozzo Containers settings.
get_vt_info (p. 256)	Retrieves read-only information about the Virtuozzo Containers software installed on the Hardware Node.
get_log (p. 255)	Retrieves Virtuozzo Containers logs.
get_native_config (p. 273)	Obtains a native Virtuozzo Container configuration based on the provided virtual configuration.
get_virtual_config	Obtains virtual configuration based on the provided native Container configuration.

create

Summary:

Creates a new virtual environment.

This is a logged operation.

Request specification:

Name	Min/Max	Type	Description
`create`			
`{`			
`force`	`0..1`	`none`	Ignore pool problems and forcibly create a virtual server.
`config`	`1..1`	`env_configType` (p. 37)	Container configuration parameters. • When creating a Virtuozzo Container, use `venv_configType` (p. 627), which is a Virtuozzo implementation of the config structure. • When creating a virtual machine, use a VM specific venv_configType (p. 695).
`default`	`0..1`		A list of configuration parameters that should be set to default values. Use this option when you are using a sample configuration file but would like to use the default values for some of the parameters. If you are specifying all of the parameters manually, you can also use this list to set some of the parameters to defaults.
`{`			
`parameter`	`1..[]`	`string`	The names of the configuration parameter to set to default values.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`env`	`0..[]`	`envType` (p. 39)	The new virtual server information.

Description:

To create new Virtuozzo Containers, use `vzaenvm` (p. 633), which is a Parallels Virtuozzo implementation of this interface. The configuration parameters (the `config` element) must also be passed using the `venv_configType` (p. 627), which is a Virtuozzo implementation of the generic `env_configType` structure (p. 37).

The Container configuration parameters can be passed explicitly by specifying the parameters and values or they can be passed by specifying the ID of a sample configuration file. Using a sample configuration file is a standard way of creating a Container. All of the parameters in the `venv_configType` (p. 627) structure are optional. You can pass just the sample configuration ID and that should be enough to create a Container if the configuration file contains all the necessary parameters. Some of those mandatory parameters are the OS template name, QoS counters, and some others. Some configuration parameters can only be set manually. For example, parameters like computer name, hostname, IP addresses will never have default values in a sample configuration file, so if you want to set them, you have to populate the appropriate elements of the configuration structure manually.

To create new virtual machines, use vzpenvm (p. 716), which is Parallels Server implementation of this interface. The configuration parameters for a new virtual machine must also be passed using the VM specific `venv_configType` (p. 695).

Example 1:

Creating a Virtuozzo Container using the following parameters:

Parameter	Value	Description
`base_sample_id`	`9fb463e4-6f19-441c-9c5d-7dc26585b742`	The sample configuration ID. To retrieve a list of sample configurations from the Hardware Node, use `get`. (p. 233)
`os_template/name`	`redhat-as3-minimal`	OS template name. To retrieve the list of the available OS template, use `packagem/list` (p. 420).
`name`	`Test-VE5`	Computer name.
`hostname`	`Host-105`	Hostname. The selection of the hosting server cannot be automated.
`veid`	`105`	Container ID.
`on_boot`	`true`	Start the Container automatically on system boot.
`offline_management`	`true`	Turn the offline-management feature on for the Container.

ip_address	81.20.139.91	IP address. We will assign the address to the default venet0 virtual network adapter. The venet0 adapter is created automatically for every Container. We could also create our own virtual network adapter inside a Container and customize it according to our needs. For more info on how to create and configure virtual ethernet adapters, see venv_configType (p. 627) and net_vethType (p. 622). **Note:** To automate IP address allocation, specify the IP address. A vacant IP address from a random IP pool will be assigned to the Container.
nameserver	85.88.15.6	Name server IP address.
nameserver	85.88.14.6	Name server IP address.

Input:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <create>
        <config >
          <name>Test-VE5</name>
          <hostname>Host-105</hostname>
          <base_sample_id>e89373d0-d13c-1741-a0e5-212d7cd3ae61</base_sample_id>
          <veid>106</veid>
          <on_boot>true</on_boot>
          <offline_management>true</offline_management>
          <os_template>
            <name>redhat-as3-minimal</name>
          </os_template>
          <nameserver>85.88.15.6</nameserver>
          <nameserver>85.88.14.6</nameserver>
          <net_device>
            <id>venet0</id>
            <ip_address>
              <ip>81.20.139.91</ip>
              <netmask>255.255.255.0</netmask>
            </ip_address>
            <host_routed/>
          </net_device>
        </config>
      </create>
    </vzaenvm>
  </data>
</packet>
```

Output:

The output contains the new Container information, including the Server ID (EID).

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/envm"
xmlns:ns3="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="fc468cd97at5f90redc"
time="2007-07-05T14:33:42+0000" priority="4000" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:target>vzclient3-cfa5a2f6-4bc8-9140-88a2-15b1eae98cac</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:env xsi:type="ns3:envType">
      <ns4:parent_eid>00000000-0000-0000-0000-000000000000</ns4:parent_eid>
      <ns4:eid>78c510e9-6e4f-5349-9e22-48841e709fea</ns4:eid>
      <ns4:status xsi:type="ns4:env_statusType">
        <ns4:state>1</ns4:state>
      </ns4:status>
      <ns4:alert>0</ns4:alert>
      <ns4:config xsi:type="ns4:env_configType"/>
      <ns4:virtual_config xsi:type="ns3:venv_configType">
        <base_sample_id>e89373d0-d13c-1741-a0e5-212d7cd3ae61</base_sample_id>
        <veid>106</veid>
        <on_boot>true</on_boot>
        <offline_management>true</offline_management>
        <os_template>
          <name>redhat-as3-minimal</name>
        </os_template>
        <nameserver>85.88.15.6</nameserver>
        <nameserver>85.88.14.6</nameserver>
        <net_device>
          <id>venet0</id>
            <ip>81.20.139.91</ip>
            <netmask>255.255.255.0</netmask>
          </ip_address>
          <host_routed/>
        </net_device>
        <ns4:architecture>i386</ns4:architecture>
        <ns4:address>
          <ns4:ip>0.0.0.0</ns4:ip>
        </ns4:address>
        <ns4:qos>
          <ns4:id>avnumproc</ns4:id>
          <ns4:hard>40</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>cpuunits</ns4:id>
          <ns4:hard>1000</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>dcachesize</ns4:id>
          <ns4:hard>1097728</ns4:hard>
          <ns4:soft>1048576</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>dgramrcvbuf</ns4:id>
          <ns4:hard>132096</ns4:hard>
          <ns4:soft>132096</ns4:soft>
        </ns4:qos>
```

```
        <ns4:qos>
          <ns4:id>diskinodes</ns4:id>
          <ns4:hard>220000</ns4:hard>
          <ns4:soft>200000</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>diskspace</ns4:id>
          <ns4:hard>1153434</ns4:hard>
          <ns4:soft>1048576</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>kmemsize</ns4:id>
          <ns4:hard>2936012</ns4:hard>
          <ns4:soft>2752512</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>lockedpages</ns4:id>
          <ns4:hard>32</ns4:hard>
          <ns4:soft>32</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numfile</ns4:id>
          <ns4:hard>2048</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numflock</ns4:id>
          <ns4:hard>110</ns4:hard>
          <ns4:soft>100</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numiptent</ns4:id>
          <ns4:hard>128</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numothersock</ns4:id>
          <ns4:hard>80</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numproc</ns4:id>
          <ns4:hard>65</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numpty</ns4:id>
          <ns4:hard>16</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numsiginfo</ns4:id>
          <ns4:hard>256</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>numtcpsock</ns4:id>
          <ns4:hard>80</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>oomguarpages</ns4:id>
          <ns4:hard>2147483647</ns4:hard>
          <ns4:soft>6144</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>othersockbuf</ns4:id>
          <ns4:hard>336896</ns4:hard>
```

```
          <ns4:soft>132096</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>physpages</ns4:id>
          <ns4:hard>2147483647</ns4:hard>
          <ns4:soft>0</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>privvmpages</ns4:id>
          <ns4:hard>24576</ns4:hard>
          <ns4:soft>22528</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>quotatime</ns4:id>
          <ns4:hard>0</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>shmpages</ns4:id>
          <ns4:hard>8192</ns4:hard>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>slmmemorylimit</ns4:id>
          <ns4:hard>33521664</ns4:hard>
          <ns4:soft>33521664</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>tcprcvbuf</ns4:id>
          <ns4:hard>524288</ns4:hard>
          <ns4:soft>319488</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>tcpsndbuf</ns4:id>
          <ns4:hard>524288</ns4:hard>
          <ns4:soft>319488</ns4:soft>
        </ns4:qos>
        <ns4:qos>
          <ns4:id>vmguarpages</ns4:id>
          <ns4:hard>2147483647</ns4:hard>
          <ns4:soft>6144</ns4:soft>
        </ns4:qos>
        <ns3:origin_sample>basic</ns3:origin_sample>
        <ns4:name>Test-VE5</ns4:name>
        <ns4:hostname>Host-105</ns4:hostname>
      </ns4:virtual_config>
    </ns2:env>
  </ns2:vzaenvm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 2:

The following example creates a Container on a Windows platform. As in the Linux example above, we also use a sample configuration file and setting some of the parameters manually, including computer name, hostname, Container ID (veid), the "on-boot" parameter, and the IP address for the default `venet0` network adapter.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <create>
        <config >
          <name>Test-VE5</name>
          <hostname>Host-105</hostname>
          <base_sample_id>46413905-b2d7-4f41-bcd6-e2662e63cd63</base_sample_id>
          <veid>105</veid>
          <on_boot>true</on_boot>
          <net_device>
            <id>venet0</id>
            <ip_address>
              <ip>10.17.3.125</ip>
            </ip_address>
            <host_routed/>
          </net_device>
        </config>
      </create>
    </vzaenvm>
  </data>
</packet>
```

destroy

Summary:

Destroys a virtual server.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
`destroy`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error.

Description:

The call destroys the specified virtual server. All the virtual server data is removed from the physical server and cannot be recovered. You can only destroy a stopped virtual server.

To destroy a Virtuozzo Container, use the vzaenvm (p. 633) interface.

To destroy a virtual machine, use the vzpenvm (p. 716) interface.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <destroy>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
      </destroy>
    </vzaenvm>
  </data>
</packet>
```

get_info

Summary:

Retrieves a Hardware Node or a Virtuozzo Container, or a virtual machine configuration information.

Request specification:

Name	Min/Max	Type	Description
`get_info`			
`{`			
`eid`	`0..[]`	`eid_type` (p. 29)	Server ID. When retrieving information for a Hardware Node, this element may be omitted. When retrieving information for a Virtuozzo Container, specify its Server ID, or omit the element to retrieve information for all Containers on the current host.
`config`	`0..1`	`none`	Include this element to retrieve the Container or virtual machine configuration information. If the element is omitted, the output will contain only the basic information.
`filter_config`	`0..1`		Specify the configuration parameters that you want to be included in the output. The `config` element (above) must also be included in the request. If this element is omitted then all available configuration parameters will be retrieved.
`{`			
`<xs:any>`		`xs:any`	A list containing the names of the configuration parameter to include in the output. For a list of the available parameters see `env_configType` structure (p. 37) (Hardware Node information), or `venv_configType` (p. 627) (Virtuozzo Container configuration), or VM specific `venv_configType` (p. 695) (.virtual machine configuration)
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description

env	0..[]	envType (p. 39)	Configuration information.

Description:

The call is available in the base envm interface (p. 237) and in its descendants, the vzaenvm interface (p. 633) (for Virtuozzo Containers) and vzpenvm interface (p. 716) (for virtual machines). Use the envm interface to retrieve the information for the Hardware Node that you are currently connected to. Use the vzaenvm interface to get the information for a particular Virtuozzo Container or vzpenvm interface to get the information for a particular virtual machine.

When retrieving information for a Virtuozzo Container, the output will contain the Container virtual configuration information (p. 627). Most of the configuration parameters are optional, so some may not be included in the output structure. If a parameter is not included, it means that its default value is currently used. To determine the default value, first use the envm/get_vt_setting (p. 257) call. If you don't see the parameter in the output, then, depending on the parameter data type, the default value is determined as follows:

Data Type	Default Value
boolean	false
string	Empty string
int	0 or maxint

Example:

Retrieving information for the Hardware Node.

Input

```
<packet version="4.0.0" id="2">
  <target>envm</target>
  <data>
    <envm>
      <get_info>
        <config/>
      </get_info>
    </envm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/envm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" time="2007-11-21T07:10:35+0000"
id="8c4747000ct18ber448" priority="0" version="4.0.0">
<origin>envm</origin>
<target>vzclient6-a0f0a8d0-6c35-c64b-8f16-c1f0e13295c6</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <envm>
    <env xsi:type="ns2:envType">
```

```
      <parent_eid>00000000-0000-0000-0000-000000000000</parent_eid>
      <eid>a0f0a8d0-6c35-c64b-8f16-c1f0e13295c6</eid>
      <status xsi:type="ns2:env_statusType">
        <state>6</state>
      </status>
      <alert>0</alert>
      <config xsi:type="ns2:env_configType">
        <type>generic</type>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <kernel>2.6.18-028stab049.1</kernel>
          <name>Red Hat Enterprise Linux Server release 5 (Tikanga)</name>
        </os>
        <architecture>i386</architecture>
        <hostname>dhcp-10-30-22-205.sw.ru</hostname>
        <name>dhcp-10-30-22-205.sw.ru</name>
        <address>
          <ip>10.30.22.205</ip>
        </address>
        <nameserver>10.30.0.1</nameserver>
      </config>
      <virtual_config xsi:type="ns2:venv_configType"/>
    </env>
  </envm>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

Example:

Retrieving information for a Virtuozzo Container.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_info>
        <eid>a5961178-14d2-40cc-b1e7-41b562a2f4c6</eid>
        <config/>
      </get_info>
    </vzaenvm>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:target>vzclient5</ns1:target>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:env xsi:type="ns3:envType">
      <ns3:parent_eid>89e27960-97b8-461f-902f-557b4b16784b</ns3:parent_eid>
      <ns3:eid>3e25fee2-1163-4336-9e74-8b8097936d47</ns3:eid>
      <ns3:status xsi:type="ns3:env_statusType">
        <ns3:state>6</ns3:state>
      </ns3:status>
      <ns3:alert>0</ns3:alert>
```

```
      <ns3:config xsi:type="ns3:env_configType"/>
      <ns3:virtual_config xsi:type="ns4:venv_configType">
        <ns3:hostname>myhost</ns3:hostname>
        <ns3:name>Mycomputer</ns3:name>
        <ns3:offline_management>1</ns3:offline_management>
        <ns3:on_boot>1</ns3:on_boot>
        <ns3:os_template>
          <ns3:version>20061020</ns3:version>
          <ns3:name>redhat-as3-minimal</ns3:name>
        </ns3:os_template>
        <ns3:ve_root>/vz/root/$VEID</ns3:ve_root>
        <ns3:ve_private>/vz/private/$VEID</ns3:ve_private>
        <ns3:ve_type>
          <ns3:veid>0</ns3:veid>
          <ns3:type>1</ns3:type>
        </ns3:ve_type>
        <ns3:qos>
          <ns3:id>avnumproc</ns3:id>
          <ns3:hard>40</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>cpuunits</ns3:id>
          <ns3:hard>1000</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>dcachesize</ns3:id>
          <ns3:hard>1097728</ns3:hard>
          <ns3:soft>1048576</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>dgramrcvbuf</ns3:id>
          <ns3:hard>132096</ns3:hard>
          <ns3:soft>132096</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>diskinodes</ns3:id>
          <ns3:hard>220000</ns3:hard>
          <ns3:soft>200000</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>diskspace</ns3:id>
          <ns3:hard>1153434</ns3:hard>
          <ns3:soft>1048576</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>kmemsize</ns3:id>
          <ns3:hard>2936012</ns3:hard>
          <ns3:soft>2752512</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>lockedpages</ns3:id>
          <ns3:hard>32</ns3:hard>
          <ns3:soft>32</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numfile</ns3:id>
          <ns3:hard>2048</ns3:hard>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>numflock</ns3:id>
          <ns3:hard>110</ns3:hard>
```

```
        <ns3:soft>100</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numiptent</ns3:id>
        <ns3:hard>128</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numothersock</ns3:id>
        <ns3:hard>80</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numproc</ns3:id>
        <ns3:hard>65</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numpty</ns3:id>
        <ns3:hard>16</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numsiginfo</ns3:id>
        <ns3:hard>256</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numtcpsock</ns3:id>
        <ns3:hard>80</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>oomguarpages</ns3:id>
        <ns3:hard>2147483647</ns3:hard>
        <ns3:soft>6144</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>othersockbuf</ns3:id>
        <ns3:hard>336896</ns3:hard>
        <ns3:soft>132096</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>physpages</ns3:id>
        <ns3:hard>2147483647</ns3:hard>
        <ns3:soft>0</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>privvmpages</ns3:id>
        <ns3:hard>24576</ns3:hard>
        <ns3:soft>22528</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>quotatime</ns3:id>
        <ns3:hard>0</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>shmpages</ns3:id>
        <ns3:hard>8192</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>tcprcvbuf</ns3:id>
        <ns3:hard>524288</ns3:hard>
        <ns3:soft>319488</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>tcpsndbuf</ns3:id>
```

```
          <ns3:hard>524288</ns3:hard>
          <ns3:soft>319488</ns3:soft>
        </ns3:qos>
        <ns3:qos>
          <ns3:id>vmguarpages</ns3:id>
          <ns3:hard>2147483647</ns3:hard>
          <ns3:soft>6144</ns3:soft>
        </ns3:qos>
        <ns3:veid>101</ns3:veid>
        <ns3:type>virtuozzo</ns3:type>
        <ns3:offline_service>vzpp</ns3:offline_service>
        <ns3:offline_service>vzpp-plesk</ns3:offline_service>
        <ns3:os xsi:type="ns3:osType">
          <ns3:platform>Linux</ns3:platform>
          <ns3:kernel>2.6.9-023stab033.6</ns3:kernel>
          <ns3:version>20061020</ns3:version>
          <ns3:name>redhat-as3-minimal</ns3:name>
        </ns3:os>
        <ns3:net_device xsi:type="ns4:net_vethType">
          <ns3:id>venet0</ns3:id>
          <ns3:ip_address>
            <ns3:ip>10.100.23.203</ns3:ip>
          </ns3:ip_address>
          <ns4:host_routed/>
        </ns3:net_device>
        <ns3:address>
          <ns3:ip>10.100.23.203</ns3:ip>
        </ns3:address>
      </ns3:virtual_config>
    </ns2:env>
  </ns2:vzaenvm>
</ns1:data>
</ns1:packet>
```

get_list

Summary:

Retrieves Server IDs of the Hardware Node and Virtuozzo Containers or virtual machines that it hosts.

Request specification:

Name	Min/Max	Type	Description
`get_list`			
`{`			
`count`	`0..1`	`int`	The maximum number of the IDs to include in the list.
`type`	`0..1`	`string`	Retrieve only the servers of the specified type. *The parameter is not currently used.*
`status`	`0..[]`	`env_statusType` (p. 39)	Retrieve only the Containers or virtual machines, which status match one of the statuses specified here. By using this parameter, you can, for example, retrieve only the IDs of the running or stopped Containers or virtual machines, etc.
`}`			

Returns:

Name	Min/Max	Type	Description
`eid`	`0..[]`	`eid_type` (p. 29)	A list of Server IDs.

Description:

To retrieve a list of Virtuozzo Containers from the Hardware Node, use `vzaenvm` (p. 633), which is a Virtuozzo implementation of this interface.

To retrieve a list of virtual machines from the Hardware Node, use `vzpenvm` (p. 716), which is Parallels Server implementation of this interface.

Example:

Retrieving a list of running Virtuozzo Containers.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
```

```
    <vzaenvm>
      <get_list>
        <status>
          <state>6</state>
        </status>
      </get_list>
    </vzaenvm>
  </data>
</packet>
```

Output

```
<ns1:packet version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:eid>3e25fee2-1163-4336-9e74-8b8097936d47</ns2:eid>
    <ns2:eid>72145bf0-7562-43d4-b707-cc33d37e3f10</ns2:eid>
    <ns2:eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</ns2:eid>
  </ns2:vzaenvm>
</ns1:packet>
```

get_log

Summary:

Retrieves Virtuozzo Containers log data.

Request specification:

Name	Min/Max	Type	Description
get_log			
{			
start_time	0..1	datetime_type (p. 28)	Start time of the log.
end_time	0..1	datetime_type (p. 28)	End time of the log.
records	0..1	int	The number of records from the end of the log to include in the result set. If this element is omitted, all available records will be retrieved.
options	0..1	log_optionsType (p. 621)	Additional options.
}			

Returns:

Name	Min/Max	Type	Description
log	0..1	base64Binary	Log data.

Example:

Input

```
<packet version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_log>
        <start_time>2006-05-28T19:05:30-0500</start_time>
        <end_time>2007-08-28T19:05:30-0500</end_time>
        <records>10</records>
        <options>
          <type>1</type>
        </options>
      </get_log>
    </vzaenvm>
  </data>
</packet>
```

get_vt_info

Summary:

Retrieves the read-only Virtuozzo Containers information.

Request specification:

Name	Min/Max	Type	Description
get_vt_info	1..1	none	

Returns:

Name	Min/Max	Type	Description
vt_info	0..1	vt_infoType (p. 71)	

Example:

Using the Virtuozzo implementation of the interface to retrieve Virtuozzo information.

Input

```
<packet>
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_vt_info/>
    </vzaenvm>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:vt_info xsi:type="ns3:vt_infoType">
      <ns3:version>4.0.0-112.swsoft</ns3:version>
      <ns3:release>?</ns3:release>
      <ns3:sve_eid>72145bf0-7562-43d4-b707-cc33d37e3f10</ns3:sve_eid>
      <ns3:hwid>BD95.2511.D49F.422B.6247.EAFC.0423.E8C2</ns3:hwid>
    </ns2:vt_info>
  </ns2:vzaenvm>
</ns1:data>
</ns1:packet>
```

get_vt_settings

Summary:

Retrieves virtualization technology specific settings.

Request specification:

Name	Min/Max	Type	Description
`get_vt_settings`	`1..1`	`none`	To get Virtuozzo Containers specific settings, use `vzaenvm` (p. 633), which is a Virtuozzo implementation of this interface. To get virtual machines specific settings, use vzpenvm (p. 716), which is Parallels Server implementation of this interface.

Returns:

`vt_settings` or `Error`.

Name	Min/Max	Type	Description
`vt_settings`	`0..1`	`vt_settingsType` (p. 71)	The actual type returned is: • For Virtuozzo Containers:`vt_settingsType` (p. 631), the Virtuozzo Containers implementation of the generic `vt_settingsType`. • For virtual machines: VM-specific vt_settingsType.

Example. Getting Virtuozzo Containers specific settings:

Input

```
<packet>
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_vt_settings/>
    </vzaenvm>
  </data>
</packet>
```

Output

```
<ns1:packet version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:vt_settings xsi:type="ns3:vt_settingsType">
      <ns3:lock_dir>L3Z6L2xvY2s=</ns3:lock_dir>
      <ns3:template_dir>L3Z6L3RlbXBsYXRl</ns3:template_dir>
      <ns3:parameter>
        <ns3:id>actionlogdir</ns3:id>
        <ns3:value>/vz/actionlog</ns3:value>
      </ns3:parameter>
      <ns3:parameter>
        <ns3:id>backups_mode</ns3:id>
        <ns3:value>standard</ns3:value>
      </ns3:parameter>
      <ns3:parameter>
        <ns3:id>bandwidth</ns3:id>
        <ns3:value>eth0:102400</ns3:value>
      </ns3:parameter>
      <ns3:parameter>
        <ns3:id>def_ostemplate</ns3:id>
        <ns3:value>fedora-core-4</ns3:value>
      </ns3:parameter>
      <ns3:parameter>
        <ns3:id>disk_quota</ns3:id>
        <ns3:value>yes</ns3:value>
      </ns3:parameter>

      <!-- Some of the output is omitted for brevity -->

      <ns3:offline_service xsi:type="ns3:redirect_serviceType">
        <ns3:id>vzpp-plesk</ns3:id>
        <ns3:port>8443</ns3:port>
        <ns3:dst>72145bf0-7562-43d4-b707-cc33d37e3f10</ns3:dst>
        <ns3:default/>
      </ns3:offline_service>
      <ns3:qoses/>
    </ns2:vt_settings>
  </ns2:vzaenvm>
</ns1:data>
</ns1:packet>
```

repair

Summary:

Creates a Virtuozzo Container as a temporary replacement for another Container that needs repair.

Request specification:

Name	Min/Max	Type	Description
`repair`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The Server ID of the original Container.
`}`			

Returns:

OK/Error.

Description:

If you have a Virtuozzo Container that needs repair or maintenance, you may use this call to create a new Container that will act as a temporary replacement for your original Container for the duration of the repairs. The call will create an exact copy of the specified Container, start it, and will stop the original Container, all with zero-downtime, so the user will be able to continue using the Container without interruption. Once you are done repairing the original Container, use the `stop_repair` call (p. 271) to revert to it.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <repair>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </repair>
    </vzaenvm>
  </data>
</packet>
```

restart

Summary:

Restarts the specified virtual server.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
`restart`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	The Server ID.
`}`			

Returns:

OK/Error.

Description:

The call stops and then automatically starts the specified virtual server. If the virtual server is not currently running, the call skips the stopping part and simply starts the virtual server.

To restart a Virtuozzo Container, use the vzaenvm (p. 633) interface.

To restart a virtual machine, use the vzpenvm (p. 716) interface.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <restart>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </restart>
    </vzaenvm>
  </data>
</packet>
```

resume

Summary:

Resumes a Virtuozzo Container that was previously suspended by the `suspend` call.

Request specification:

Name	Min/Max	Type	Description
`resume`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The Server ID of the Container to resume.
`}`			

Returns:

OK/Error

Description:

For the Virtuozzo-specific implementation of this call see the `vzaenvm` interface (p. 633).

To resume a virtual machine, use the vzpenvm (p. 716) interface.

set

Summary:

Sets the server configuration parameters.

Note: for virtual machines, only `eid` and `config` are passed to the `set` call, see **Request specification (specifying parameters manually)** below. Other options are applicable to Virtuozzo Containers only.

Request specification (specifying parameter and values manually):

Name	Min/Max	Type	Description
`set`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`config`	`1..1`	`env_configType` (p. 37)	Server configuration. • When modifying Virtuozzo Container configuration, use `venv_configType` (p. 627). • When modifying a virtual machine, use a VM specific venv_configType (p. 695).
`force`	`0..1`	`none`	For Virtuozzo Containers only. Ignore possible pool problems and forcibly assign the IP address.
`default`	`0..1`		For Virtuozzo Containers only. Use this element to specify a list of configuration parameters for which you want to use the default values.
`{`			
`parameter`	`1..[]`	`string`	For Virtuozzo Containers only. Parameter name.
`}`			

set_mode	0..1	string	For Virtuozzo Containers only. Specifies the operation mode: `restart` -- restart the server if it is required to do so for a new parameter value to take effect. `ignore` -- ignore possible errors while applying the new values to the running server.

Note: Request specification below is applicable to Virtuozzo Containers only.

Request specification (using values from a sample configuration):

Name	Min/Max	Type	Description
set			
{			
eid	1..1	eid_type (p. 29)	Server ID.
apply_config	0..1		
{			
sample_conf	1..1	guid_type (p. 29)	Sample configuration ID. To obtain a list of the available sample configurations, use get_sample_conf (p. 233).

parameter	0..[]	string	A list of the parameters to set. See `env_configType` (p. 37) for the parameter names. • When modifying Virtuozzo Container configuration, see `venv_configType` (p. 627). • When modifying a virtual machine, use a VM specific venv_configType (p. 695). **Note:** The template and network specific parameters cannot be modified using this function. These parameters are: `template`, `os_template`, `ve_root`, `ve_private`, `hostname`, `ip_address`.
category	0..[]	string	A list of parameter categories. If you would like to set an entire parameter category (or multiple categories), specify it here. For the list of categories see **Description** below.
config_customized	0..1	boolean	A flag indicating that the server configuration has been customized after the server was created. Set this element to true to save the flag in the configuration file for future reference.
}			
set_mode	0..1	string	Specifies the operation mode: `restart` -- restart the server if it is required to do so for the new value to take effect. `ignore` -- ignore possible errors while applying the new values to the running server.
}			

Returns:

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Name	Min/Max	Type	Description
`env_config`	`0..1`	`env_configType` (p. 37)	The updated configuration information.

Description:

Specifying parameter and values manually

Using the syntax #1 (above), you can pass a list of parameters (or a single parameter) with values that you would like to modify. The configuration parameters are specified using the `config` element. Although you can modify any configuration parameter that you like, you should only use this approach to set the parameters that cannot possibly break a Container (e.g. hostname, DNS servers, etc.). Speaking about Virtuozzo Container, when modifying QoS-related parameters, always make sure that you know exactly what you are doing, or use the second approach described below. For a sample XML request, see **Example 1-3** below.

When setting QoS parameter values manually, there's one notable exception: the CPU limit QoS counter. There are two counters that can be used to set the CPU limit for a Container: `cpulimit` and `cpulimit_mhz`. The `cpulimit` counter is used to set the limit in *percentage* of the total physical CPU power. The `cpulimit_mhz` counter is used to set the limit in *Megahertz*. When obtaining the Container configuration, the QoS section will contain the counter, which is currently set. When using a sample configuration, the `cpulimit` counter is used by default.

Using values from a sample configuration

This approach (syntax #2) also allows to specify the name of the parameters but their values will be taken from a sample configuration. This is useful when setting (or re-setting) the QoS values because a sample configuration contains the values that are fine-tuned for the type of application that you intend to run inside the Container. Although you can modify individual parameters, it often makes sense to modify an entire parameter category. This is accomplished by specifying the category ID using the `category` element. The following table lists the categories that can be set using this approach.

Category ID	Description
`general_conf`	General Container parameters.
`qos`	Resource parameters - UBC, disk quota, CPU - all at once.
`quota`	Disk quota parameters.
`cpu`	CPU parameters.

For a sample XML request, see **Example 4** below.

When using either approach, the new values are applied to the server immediately and are saved in the configuration file, making the configuration changes permanent.

Example 1:

Assigning a new hostname, adding a search domain two DNS servers to a Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set>
        <eid>3288bb6b-8a49-4230-b565-6ad5521182aa</eid>
        <config>
          <hostname>myhost</hostname>
          <search_domain>ts6.com</search_domain>
          <nameserver>192.168.1.51</nameserver>
          <nameserver>192.168.1.52</nameserver>
        </config>
      </set>
    </vzaenvm>
  </data>
</packet>
```

Example 2:

Modifying the IP address for `venet0` network adapter, which is the default virtual adapter inside a Virtuozzo Container. This modification works in such a way that the existing IP addresses are first removed from the adapter's configuration and then the new addresses are added. To add an IP address, first retrieve the existing addresses, then add the new address (or addresses) to the list, and then include the entire list in the request. On Linux, when modifying the default `venet0` adapter, the `host_routed` element must be present in the request. Configuring a non-default virtual network adapter is similar with one exception: you cannot use the `host_routed` mode, so you have to attach the adapter to an existing Virtuozzo virtual network by including the `network_id` element containing the ID of the virtual network.

Input

```
<packet version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set>
        <eid>72145bf0-7562-43d4-b707-cc33d37e3f10</eid>
        <config>
          <net_device>
            <id>venet0</id>
            <ip_address>
              <ip>10.130.1.1</ip>
            </ip_address>
            <ip_address>
              <ip>10.130.1.2</ip>
            </ip_address>
            <ip_address>
              <ip>10.130.1.3</ip>
            </ip_address>
            <host_routed/>
          </net_device>
        </config>
      </set>
    </vzaenvm>
  </data>
</packet>
```

Example 3:

This example is a Windows version of the previous example (modifying the IP address configuration for the default `venet0` network adapter). The difference here is that you may or may not have to include the `host_routed` element depending on the following conditions:

- Include the element if you would like to set the adapter to use the `host_routed` mode.
- Don't include it if you want the adapter to use the `bridged` mode. When using the `bridged` mode, you must also specify the virtual network ID to connect the adapter to by populating the `network_id` field. See `net_vethType` (p. 622) for more information.
- Configuring any other (non-default) virtual network adapter is exactly the same as configuring the default `venet0` adapter.

In our example, we are switching the adapter to the `bridged` mode and attaching it to the specified Virtuozzo virtual network. For more information on Virtuozzo virtual networks, see the `vzanetworkm` interface (p. 661).

Input

```
<packet version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set>
        <eid>72145bf0-7562-43d4-b707-cc33d37e3f10</eid>
        <config>
          <net_device>
            <id>venet0</id>
            <ip_address>
              <ip>10.130.1.1</ip>
            </ip_address>
            <ip_address>
              <ip>10.130.1.2</ip>
            </ip_address>
            <ip_address>
              <ip>10.130.1.3</ip>
            </ip_address>
            <network_id>dnpuZXQx</network_id>
          </net_device>
        </config>
      </set>
    </vzaenvm>
  </data>
</packet>
```

Example 4:

Setting an entire set of QoS parameters using the values from the specified sample configuration.

Input

```
<packet version="4.0.0" id="654">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
```

```
      <set>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
        <apply_config>
          <sample_conf>f8e96630-7fd8-4eee-93b2-3ad7b6b53916</sample_conf>
          <category>qos</category>
        </apply_config>
      </set>
    </vzaenvm>
  </data>
</packet>
```

set_vt_settings

Summary:

Sets virtualization technology specific settings.

Request specification:

Name	Min/Max	Type	Description
`set_vt_settings`			
{			
`vt_settings`	`1..1`	`vt_settingsType` (p. 71)	Virtuozzo Containers settings. Use `vt_settingsType` (p. 631), the Virtuozzo implementation of the generic `vt_settingsType` structure. For virtual machines use VM-specific vt_settingsType.
}			

Returns:

OK/Error.

Example:

Modifying the default OS template for the Virtuozzo Containers installation.

```
<packet>
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set_vt_settings>
        <vt_settings>
          <parameter>
            <id>def_ostemplate</id>
            <value>redhat-as3-minimal</value>
          </parameter>
        </vt_settings>
      </set_vt_settings>
    </vzaenvm>
  </data>
</packet>
```

start

Summary:

Starts the specified virtual server.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
start			
{			
eid	1..1	eid_type (p. 29)	Server ID.
}			

Returns:

OK/Error.

Description:

The call starts the specified virtual server. If the virtual server cannot be started or is already running, the call will return an error.

To start a Virtuozzo Container, use the vzaenvm (p. 633) interface.

To start a virtual machine, use the vzpenvm (p. 716) interface.

Examples:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <start>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </start>
    </vzaenvm>
  </data>
</packet>
```

stop

Summary:

Stops the specified virtual server.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
`stop`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`force`	`0..1`	`none`	Forcibly stop the virtual server.
`}`			

Returns:

OK/Error.

Description:

The call stops the specified virtual server. If the virtual server cannot be stopped, an error code will be returned. You can try to forcibly stop the virtual server by including the `force` element in the request.

To stop a Virtuozzo Container, use the vzaenvm (p. 633) interface.

To stop a virtual machine, use the vzpenvm (p. 716) interface.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <stop>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </stop>
    </vzaenvm>
  </data>
</packet>
```

stop_repair

Summary:

Stops and destroys the temporary Container created by the `repair` call (p. 259).

Request specification:

Name	Min/Max	Type	Description
`stop_repair`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	The Server ID of the original Container.
`}`			

Returns:

OK/Error.

Description:

This call will stop and destroy the temporary Container created by the `repair` call (p. 259). It will then bring the original Container back up. Execute this call after you are done repairing the original Container and want to revert to it.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <stop_repair>
        <eid>ba17a0c5-9036-473c-a813-aa6f5b36cf16</eid>
      </stop_repair>
    </vzaenvm>
  </data>
</packet>
```

suspend

Summary:

Suspends a virtual server.

Request specification:

Name	Min/Max	Type	Description
`suspend`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

Use this call to temporarily suspend a virtual server without shutting it down. The status of a virtual server becomes "suspended". To resume a virtual server, use the `resume` call.

For the Virtuozzo-specific implementation of this call see the `vzaenvm` interface (p. 633).

To suspend a virtual machine, use the vzpenvm (p. 716) interface.

get_native_config

Summary:

Converts a Container configuration data from the Agent format to the Virtuozzo Containers native format.

Request specification:

Name	Min/Max	Type	Description
`get_native_config`			
`{`			
`virtual_config`	`1..1`	`venv_configType` (p. 69)	Container configuration data in the Agent format. To obtain the Container configuration from Agent, use the `get_info` call (p. 247).
`}`			

Returns:

Name	Min/Max	Type	Description
`native_config`	`0..[]`	`native_configType` (p. 51)	Virtual configuration data in the Virtuozzo Containers native format. The appropriate subtype of `native_configType` (p. 51) will be used in the result.

Description:

Parallels Agent uses its own data structures for the Virtuozzo Containers configuration data (the subtypes of `venv_configType` (p. 69)). You use this data structures when creating, examine, or modifying a Virtuozzo Container through Parallels Agent API. The Virtuozzo Containers software stores the same configuration data differently. It uses the bash style configuration data formatting, which is a set of values in the `VARNAME="value-string"` form. The `get_native_config` call allows to convert the Agent version of the configuration data to the native Virtuozzo Containers formatting.

Example:

In the following example, we pass the Agent version of the Container configuration data to the `get_native_config` call.

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <target>vzaenvm</target>
  <data>
```

```
    <vzaenvm>
      <get_native_config>
         <virtual_config xsi:type="ns2:venv_configType">
           <on_boot>0</on_boot>
           <qos>
             <id>cpuunits</id>
             <hard>1000</hard>
           </qos>
           <qos>
             <id>dgramrcvbuf</id>
             <hard>133120</hard>
             <soft>133120</soft>
           </qos>
           <qos>
             <id>diskinodes</id>
             <hard>440000</hard>
           <soft>400000</soft>
           </qos>
           <qos>
             <id>diskspace</id>
             <hard>11141120</hard>
             <soft>10485760</soft>
           </qos>
           <qos>
             <id>kmemsize</id>
             <hard>17107200</hard>
             <soft>15582912</soft>
           </qos>

           <!-- The rest of the configuration parameters
                are omitted for brevity -->

         </virtual_config>
       </get_native_config>
     </vzaenvm>
   </data>
</packet>
```

Output

The Virtuozzo native configuration data is received as a block of base64-encoded data. After you decode it, the result will look similar to the following example:

```
VERSION="2"
ONBOOT="no"
AVNUMPROC="40:40"
NUMPROC="65:65"
NUMTCPSOCK="80:80"
NUMOTHERSOCK="80:80"
VMGUARPAGES="6144:2147483647"
KMEMSIZE="2752512:2936012"
TCPSNDBUF="319488:524288"
TCPRCVBUF="319488:524288"
OTHERSOCKBUF="132096:336896"
DGRAMRCVBUF="132096:132096"
OOMGUARPAGES="6144:2147483647"
LOCKEDPAGES="32:32"
SHMPAGES="8192:8192"
PRIVVMPAGES="22528:24576"
NUMFILE="2048:2048"
NUMFLOCK="100:110"
```

```
NUMPTY="16:16"
NUMSIGINFO="256:256"
DCACHESIZE="1048576:1097728"
PHYSPAGES="0:2147483647"
NUMIPTENT="128:128"
DISKSPACE="1048576:1153434"
DISKINODES="200000:220000"
QUOTATIME="0"
CPUUNITS="1000"
OFFLINE_MANAGEMENT="yes"
ARCH="x86"
PLATFORM="linux"
SLMMEMORYLIMIT="33521664:33521664"
```

get_virtual_config

Summary:

Converts virtual server configuration data from a virtualization technology native format to the Agent format.

Request specification:

Name	Min/Max	Type	Description
`get_virtual_config`			
`{`			
`native_config`	`1..1`	`native_configType` (p. 51)	Virtuozzo Container configuration data in the Virtuozzo native format.
`}`			

Returns:

Name	Min/Max	Type	Description
`virtual_config`	`0..[]`	`venv_configType` (p. 69)	Virtuozzo Container configuration data in the Agent format.

Description:

This call is an opposite of the `get_native_config` call (p. 273). It converts the Virtuozzo Container configuration data from the Virtuozzo native format to the Agent format.

event_log

Purpose:

Provides calls that allow to access event logs.

Calls

Call	Description
get_events (p. 277)	Retrieves information from the event log.

get_events

Summary:

Retrieves information from the event log.

Request specification:

Name	Min/Max	Type	Description
`event_log`			
`{`			
`[`	`0..1`		Denotes a choice between the `eid` and the `subject` elements.
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the server that generated the event. This is usually the Hardware Node hosting Virtuozzo Containers. When the event triggers in one of the Containers, it is actually generated by the Hardware Node and its ID is recorded in the log.
`subject`	`1..1`	`eid_type` (p. 29)	The ID of the affected server. This is usually the Container that triggered the event. For example, the Container the status of which has changed. The ID of the affected Container is also recorded in the log together with the server (host) that generated the event.
`]`			
`start_time`	`0..1`	`datetime_type`	Start time of the log.
`end_time`	`0..1`	`datetime_type`	End time of the log.
`records`	`0..1`	`int`	Number of records to retrieve from the end of the log.
`sid`	`0..1`	`sidType` (p. 30)	Report only the events with the SID specified in this element (the user SID identifies the active user at the time the event was generated).
`source`	`0..1`	`string`	Report only the events with the source specified here (the source is the name of the plug-in or an Agent operator that generated the event).

category	0..1	string	Report only the events associated with the category specified in this element. See the **Types** section (p. 551) for the available event types and their corresponding categories.
data	0..1	none	If this element is present, the event data will also be retrieved (the `data` element of the returned `event` structure will be populated with the event type-specific data).
}			

Returns:

Name	Min/Max	Type	Description
event	0..[]	eventType (p. 41)	Event information.

Description

Every time something changes in a server that may affect its operations (e.g. status or configuration change), a system event of a corresponding type is triggered and the event information is recorded into a log. The `get_events` call allows to retrieve event data from the log. You may specify any of the available parameters to narrow the search down and to retrieve only the information that you require. For more information on system events, see the **Events** chapter (p. 551).

Example:

Getting the latest 2 records from the event log database.

Input

```
<packet version="4.0.0" id="555">
  <target>event_log</target>
  <data>
    <event_log>
      <get_events>
          <records>2</records>
          <data/>
      </get_events>
    </event_log>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>event_log</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:data>
  <ns2:event_log>
    <ns2:event xsi:type="ns3:eventType">
      <ns3:eid>89e27960-97b8-461f-902f-557b4b16784b</ns3:eid>
      <ns3:time>2007-01-16T20:11:57+0000</ns3:time>
      <ns3:source>VZAConfPeriodic</ns3:source>
```

```
      <ns3:category>env_config</ns3:category>
      <ns3:sid>S-1-1000-3</ns3:sid>
      <ns3:count>1</ns3:count>
      <ns3:id>4b9ba735-6084-774c-9632-3f92bd905066</ns3:id>
      <ns3:info xsi:type="ns3:infoType">
        <ns3:message>RW52aXJvbm1lbnQgJWVudiUgY29uZmlnIGNoYW5nZWQ=</ns3:message>
        <ns3:name></ns3:name>
        <ns3:translate/>
        <ns3:parameter>
          <ns3:message>JXRpdGxlJQ==</ns3:message>
          <ns3:name>env</ns3:name>
          <ns3:translate/>
          <ns3:parameter>
            <ns3:message>NzIxNDViZjAtNzU2Mi00M2Q0LWI3MDctY2MzM2QzN2UzZjEw</ns3:message>
            <ns3:name>eid</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
          <ns3:parameter>
            <ns3:message>bG9jYWxob3N0</ns3:message>
            <ns3:name>title</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
          <ns3:parameter>
            <ns3:message>dmlydHVvenpv</ns3:message>
            <ns3:name>type</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
        </ns3:parameter>
        <ns3:parameter>
          <ns3:message>JXRpdGxlJQ==</ns3:message>
          <ns3:name>source_env</ns3:name>
          <ns3:translate/>
          <ns3:parameter>
            <ns3:message>ODllMjc5NjAtOTdiOC00NjFmLTkwMmYtNTU3YjRiMTY3ODRi</ns3:message>
            <ns3:name>eid</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
          <ns3:parameter>
            <ns3:message>ZGhjcDAtMTk0LnN3LnJ1</ns3:message>
            <ns3:name>title</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
          <ns3:parameter>
            <ns3:message>Z2VuZXJpYw==</ns3:message>
            <ns3:name>type</ns3:name>
            <ns3:translate/>
          </ns3:parameter>
        </ns3:parameter>
      </ns3:info>
    </ns2:event>
  </ns2:event_log>
</ns1:data>
</ns1:packet>
```

filer

Purpose:

The file management interface.

Types

credType

Summary:

User and group information.

Type specification:

Name	Min/Max	Type	Description
{			
[			
user	0..1	string	User name.
uid	0..1	long	User ID.
]			
[			
group	0..[]	string	Group name.
gid	0..[]	long	Group ID.
]			
umask	0..1	int	Operation umask.
}			

Description:

The <umask> parameter is used to restrict file system entries permission mode using the following rule:

[permission] AND ~[umask] => [result permission]

umask must specified using a decimal value, not octal.

navigateType

Summary:

Filesystem navigation.

Type specification:

Name	Min/Max	Type	Description
`path`	`1..[]`	`base64Binary`	Path on filesystem. If path is empty then look up partitions.

`cwd`	`0..1`	`base64Binary`	Current working directory. The default value is:
			 `"/"`
			 `"C:\"`

`cred`	`0..1`	`credType` (p. 280)	Credentials with which the requested operation will be performed.

navigate_wildType

Summary:

Filesystem navigation with wildcards.

Type specification:

Extends `navigateType` (p. 281)

Adds the following elements:

Name	Min/Max	Type	Description
`wildcard`	`0..1`	`none`	If present, indicates that the value of the `path` element (derived from the supertype `navigateType`) contains wildcards.

fileType

Summary:

Filesystem element.

Type specification:

Name	Min/Max	Type	Description
`file`	`0..[]`	`fileType` (p. 282)	If filesystem element is a directory, this field will contain the direct children of the directory (files and directories).
`name`	`1..1`	`base64Binary`	The filesystem element name.
`type`	`0..1`	`int`	Element type: 1 - FIFO 2 - Character device 4 - Directory 6 - Block device 8 - Regular File 10 - Symbolic link 12 - Socket 16 - Floppy disk 17 - Hard disk 18 - Remote drive 19 - CD ROM 20 - RAM disk 21 - Mounted image file 22 - VZFS 'magic' file
`mode`	`0..1`	`mode_type` (p. 283)	The element access mode in decimal form.
`user`	`0..1`	`string`	User name.
`group`	`0..1`	`string`	Group name.
`uid`	`0..1`	`int`	User ID.
`gid`	`0..1`	`int`	Group ID.
`size`	`0..1`	`long`	Element size.
`date`	`0..1`	`datetime_type`	The date when the file element was last changed.

`links`	`0..1`	`int`	Number of hard links.
`link_name`	`0..1`	`string`	Where link points to.
`offset`	`0..[]`	`long`	Offset in the file where the block of data was found by the `search` call (p. 305).
`body`	`0..1`	`base64Binary`	A buffer containing the file data.
`content_type`	`0..1`	`string`	File contents description (in MIME format).

mode_type

Summary:

File element access mode.

Type specification:

Simple type.

```
union: int, string
```

Calls

Call	Description
list (p. 284)	List directory contents.
remove (p. 289)	Removes filesystem entries.
copy (p. 290)	Copies files.
mkdir (p. 292)	Creates new directories.
move (p. 293)	Moves or renames files.
upload (p. 294)	Upload files into the specified server.
download (p. 296)	Downloads files from the specified server.
chmod (p. 298)	Change access permissions for all elements in the list.
chown (p. 299)	Change file owner and group.
link (p. 300)	Create new link element.
stat (p. 301)	Displays file or filesystem status.
readlink (p. 303)	Display value of a symbolic link.
search (p. 305)	Search the files for a block of data.

list

Summary:

Lists information about files, directories and other filesystem elements. The command is also capable of searching the backup archives and retrieve the information about the archived files and directories.

Request specification:

Name	Min/Max	Type	Description
`list`		`navigateType` (p. 281)	
`{`			
`info`	`0..1`		The fields for which to provide the output. If an element from this sequence is included in the call, the information that it refers to will be included in the result set.
`{`			
`user`	`0..1`		User name.
`group`	`0..1`		Group name.
`uid`	`0..1`		User ID.
`gid`	`0..1`		Group ID.
`mode`	`0..1`		Element mode.
`size`	`0..1`		Element size.
`date`	`0..1`		Date of last change.
`links`	`0..1`		Number of hard links.
`link_name`	`0..1`		Where the link points to.
`content_type`	`0..1`		File contents description.
`}`			
`usage`	`0..1`		If present, the size returned for an element is a gross size on a disk, so for directories it is calculated by traversing their children.
`{`			
`single_fs`	`0..1`		If included, the operation will not go across different partitions while traversing.
`}`			

follow_links	0..1		If present, the information returned for links will be about their references instead of themselves.
filter	0..[]		File filtering criteria. Inside a single filter, the AND rule applies (all must be satisfied). Multiple filters work as the OR rule (at least one should be satisfied).
{			
[			Denotes a choice between `user`, `uid`, or the `start_uid/end_uid` sequence.
user	1..1	string	User name (supports wildcards).
uid	1..1	int	User ID.
{			This sequence is not a child of the `uid` element but is a separate entry in the choice group.
start_uid	0..1	int	First UID of the range.
end_uid	0..1	int	Last UID of the range.
}			
]			
[			Denotes a choice between the `gid`, `group`, or the `start_uid/end_uid` sequence.
gid	1..1	int	Group ID.
group	1..1	string	Group name (supports wildcards).
{			*The sequence is not a child of the* `group` *element but a separate choice.*
start_uid	0..1	int	First UID of the range.
end_uid	0..1	int	Last UID of the range.
}			
]			
start_date	0..1	date	Time of the last change to start with.
end_date	0..1	date	Time of the last change to end with.
min_size	0..1	long	Minimum size.

max_size	0..1	long	Maximum size.
type	0..1	int	The filesystem element type. See `fileType/type` (p. 282) for the available types.
name	0..1	base64Binary	The element name (supports wildcards).
block	0..1	base64Binary	List files containing this text (this could be a time consuming operation).
}			
recursively	0..1	none	To list the entire tree including subdirectories include this element in the request.
}			

Returns:

Name	Min/Max	Type	Description
file	0..[]	fileType (p. 280)	The file information structure.

Description:

The path can be specified using wildcard extensions. Please note that if you are using a wildcard in any of the `path` elements, you must include the `wildcard` option. If an absolute path is given, the `cwd` parameter is ignored.

To search the backup archives, the `path` option must contain the URI specifying the location of the archived file or directory. The format of the URI is as follows:

```
backup://BACKUP_ID/path
```

where `backup` indicates that we want to search the backup archive; `BACKUP_ID` is a string containing the backup ID; `path` is the absolute path to the original location of a file or directory. For example:

```
<path>backup://2005-09-04T203847+0400@tc9/C:/Windows/info.txt</path>
```

If the `usage` option is included, the size returned for an element is the actual size on the disk (the size of the elements in blocks multiplied by the filesystem block size). For directories it is calculated by adding up the sizes of all the descendents of a directory.

You can customize the result set by specifying only the file properties that you want to see. This can be done by including the appropriate parameters in the `info` option.

The values of the `start_date` and the `end_date` elements are specified as a time in seconds starting from the year 1970. If `start_date` is absent, filter everything from 0 to the value specified in the `end_date` element. If `end_date` is absent, filter everything from `start_date` up to the current date.

Note: By default, the call will get the list of files from the Hardware Node. To retrieve the list from a Virtuozzo Container, use the remote message targeting mechanism by including the `dst` element in the message header containing the target Server ID. This rule applies to most of the file management calls.

Example:

Retrieving a list of files from the "/" directory from the specified server.

Input

```
<packet version="4.0.0">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <list>
        <cwd>Lw==</cwd>
        <path>Lw==</path>
        <info>
          <user/>
          <name/>
          <uid/>
          <group/>
          <gid/>
        </info>
      </list>
    </filer>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>filer</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:data>
  <ns2:filer>
    <ns2:file>
      <ns2:name>aG9tZQ==</ns2:name>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
    </ns2:file>
    <ns2:file>
      <ns2:name>bGli</ns2:name>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
    </ns2:file>
    <ns2:file>
      <ns2:name>cHJvYw==</ns2:name>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
```

```
    </ns2:file>
    <ns2:file>
      <ns2:name>Li4=</ns2:name>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
    </ns2:file>
    <ns2:file>
      <ns2:name>bWlzYw==</ns2:name>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
    </ns2:file>
    <ns2:file>

    <!-- the rest of the output is omitted -->

  </ns2:filer>
</ns1:data>
</ns1:packet>
```

remove

Summary:

Removes filesystem entries.

Request specification:

Name	Min/Max	Type	Description
`remove`	`1..1`	`navigateType` (p. 281)	
`{`			
`recursively`	`0..1`	`none`	Include this element in the request if you are removing a directory.
`force`	`0..1`	`none`	Ignore errors if a file or a directory does not exist.
`}`			

Returns:

OK/Error

Example:

Removing the specified directory from the specified server. When performing the operation on a Virtuozzo Container, specify it's Server ID using the remote message targeting mechanism (the `dst` element in the message header).

Input

```
<packet>
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <remove>
        <cwd>Lw==</cwd>
        <path>dGVzdGRpcg==</path>
         <recursively/>
      </remove>
    </filer>
  </data>
</packet>
```

`copy`

Summary:

Copies files and directories.

Request specification:

Name	Min/Max	Type	Description
`copy`		`navigateType` (p. 281)	The parent `navigate_wildType` type contains parameters allowing to specify source file information.
`{`			
`dst_path`	`1..1`	`base64Binary`	Destination path including the directory name and the file name.
`recursively`	`0..1`		A flag indicating to process directories recursively.
`force`	`0..1`		A flag indicating to overwrite the file if it exists in the target directory.
`{`	`0..1`		Remote copying. *The sequence is not a child of the* `force` *element but a separate sequence.*
`dst`	`1..1`	`connection_infoType` (p. 34)	The destination Container connection information. The Container must be located on the same host.
`mode`	`0..1`	`mode_type` (p. 283)	New access mode (in decimal form) to assign to copied files on the target machine.
`}`			
`}`			

Returns:

OK/Error

Description:

You can copy files between directories on the same server. You can also copy files between Virtuozzo Containers on the same host. To copy a file from one Container to another, include the `dst` element specifying the destination Server ID and, if necessary, the `mode` element specifying the new file access mode.

Example:

Copies a file `mylog.log` from the `/root` directory to the `/root/mylogs` directory using `root/root` credentials.

```
<packet>
  <target>filer</target>
  <data>
    <filer>
      <copy>
        <path>cm9vdC9teWxvZy5sb2c=</path>
        <cwd>Lw==</cwd>
        <cred>
          <user>root</user>
          <group>root</group>
        </cred>
        <dst_path>L3Jvb3QvbXlsb2dzL215bG9nLmxvZw==</dst_path>
      </copy>
    </filer>
  </data>
</packet>
```

mkdir

Summary:

Creates a new directory.

Request specification:

Name	Min/Max	Type	Description
`mkdir`		`navigateType` (p. 281)	
`{`			
`mode`	`0..1`	`mode_type` (p. 283)	Access mode in decimal form.
`recursively`	`0..1`		If any part of the path does not exist, create it.
`}`			

Returns:

OK/Error

Example:

```
<packet>
  <target>filer</target>
  <data>
    <filer>
      <mkdir>
        <path>cm9vdC9teWxvZ3M=</path>
        <cwd>Lw==</cwd>
        <cred>
          <user>root</user>
          <group>root</group>
        </cred>
      </mkdir>
    </filer>
  </data>
</packet>
```

move

Summary:

Moves or renames files.

Request specification:

Name	Min/Max	Type	Description
`move`		`navigateType` (p. 281)	
`{`			
`dst_path`	`1..1`	`base64Binary`	The destination path.
`force`	`0..1`		Overwrite if destination exists.
`}`			

Returns:

OK/Error

Description:

To rename a file or a directory, specify the new name in the `dst_path`. To copy files to a different directory, specify the full directory path.

upload

Summary:

Uploads a file to a server.

Request specification:

Name	Min/Max	Type	Description
`upload`			
`{`			

`cwd`	`0..1`	`base64Binary`	Current working directory. The default value is:
			 `"/"`
			 `"C:\"`

`cred`	`0..1`	`credType` (p. 280)	Credentials with which the requested operation will be performed.
`file`	`1..[]`		Files to upload. One packet may contain multiple `file` elements so you can transfer more than one block of data in one call.
`{`			
`path`	`1..1`	`base64Binary`	Target path and file name.
`size`	`1..1`	`long`	The size of the data block being transferred in bytes.
`offset`	`0..1`	`long`	Offset in the target file in bytes. If not supplied, then the data will be inserted at the beginning of the file. If set to `-1`, then the data will be appended at the end of the file. The `force` element (below) must be always included when working with existing files.
`body`	`0..1`	`base64Binary`	The block of data to be transferred.
`}`			
`mode`	`0..1`	`mode_type` (p. 283)	Access permissions for the new file in decimal form. The mode is affected by umask.

force	0..1	none	Include this element if the destination file already exists and you want to overwrite it or add more data to it using the `offset` option. If the element is absent and the file already exists on the destination machine, the call will fail.
}			

Returns:

OK/Error

Example:

Input

Uploading the first block of data. The file doesn't exist on the target machine yet, so it will be created.

```
<packet version="4.0.0" id="545">
  <target>filer</target>
  <data>
    <filer>
      <upload>
        <file>
          <path>dGVzdDAxLnR4dA==</path>
          <size>12</size>
          <body>RGF0YSBibG9jayAx</body>
        </file>
      </upload>
    </filer>
  </data>
</packet>
```

Uploading the second data block. To append the data to the end of the file, the `offset` and the `force` options must be used.

```
<packet version="4.0.0" id="545">
  <target>filer</target>
  <data>
    <filer>
      <upload>
        <file>
          <path>dGVzdDAxLnR4dA==</path>
          <size>17</size>
          <body>U2Vjb25kIGRhdGEgYmxvY2s=</body>
          <offset>12</offset>
        </file>
        <force/>
      </upload>
    </filer>
  </data>
</packet>
```

download

Summary:

Downloads a file from a server. The call is also capable of extracting files from a backup archive.

Request specification:

Name	Min/Max	Type	Description
download			
{			
cwd	0..1	base64Binary	Current working directory. The default value is: "/" "C:\"
cred	0..1	credType (p. 280)	Credentials with which the requested operation will be performed.
file	1..[]		Files to download.
{			
path	1..1	base64Binary	The source path and file name.
size	0..1	long	Size of the data block to be transferred.
offset	0..1	long	Offset in the source file.
}			
}			

Returns:

Name	Min/Max	Type	Description
file			
{			
body	0..1	base64Binary	The file data.
}			

Description:

The call reads the data from the specified source file and transfers the data to the client in blocks of the specified size. It does not automatically create a file on the target machine, so it is your responsibility to process the received data.

To extract a file from a backup archive, the <cwd> element must contain a URI specifying the backup ID. The format of the URI is as follows:

```
backup://backup_id
```

where `backup_id` is the ID of the backup archive, and the <path> element must contain an absolute path to the original location of a file or directory. For example:

```
<cwd>backup://a28d77df-a4e1-4d98-a01c-dc85b6d19f7b/20060718064512</cwd>
<path>C:/Windows/info.txt</path>
```

Example:

Downloading a file from a server in two sequential transfers.

Input

Reading the first block of data.

```
<packet version="4.0.0" id="2">
  <target>filer</target>
  <data>
    <filer>
      <download>
        <file>
          <path>dGVzdDAxLnR4dA==</path>
          <size>12</size>
        </file>
      </download>
    </filer>
  </data>
</packet>
```

Output

The body element contains the data.

```
<ns1:packet version="4.0.0">
<ns1:origin>filer</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:filer>
    <ns2:file>
      <ns2:body>RGF0YSBibG9jayAx</ns2:body>
    </ns2:file>
  </ns2:filer>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Input

Reading the second block of data. The `offset` element marks the beginning of the block in the source file.

```
<packet version="4.0.0" id="2">
  <target>filer</target>
  <data>
    <filer>
      <download>
```

```
        <file>
          <path>dGVzdDAxLnR4dA==</path>
          <size>17</size>
          <offset>12</offset>
        </file>
      </download>
    </filer>
  </data>
</packet>
```

Output

The body element contains the data.

```
<ns1:packet version="4.0.0">
  <ns1:origin>filer</ns1:origin>
  <ns1:target>vzclient3</ns1:target>
  <ns1:data>
    <ns2:filer>
      <ns2:file>
        <ns2:body>U2Vjb25kIGRhdGEgYmxvY2s=</ns2:body>
      </ns2:file>
    </ns2:filer>
  </ns1:data>
</ns1:packet>
```

chmod

Summary:

Change access permissions for filesystem elements.

Request specification:

Name	Min/Max	Type	Description
`chmod`		`navigateType` (p. 281)	
`{`			
`mode`	`1..1`	`mode_type` (p. 283)	New access mode in decimal form.
`[`	`0..1`		Turn on/off bits supplied in `mode`. Analogues to `+/-` in `chmod` command.
`on`	`1..1`	`none`	
`off`	`1..1`	`none`	
`]`			
`recursively`	`0..1`	`none`	Apply changes recursively.
`}`			

Returns:

OK/Error

chown

Summary:

Changes the user and/or group ownership of a specified file.

Request specification:

Name	Min/Max	Type	Description
`chown`		`navigateType` (p. 281)	
`{`			
`recursively`	`0..1`		Process elements recursively.
`owner`	`1..1`	`credType` (p. 280)	Owner name (as it exists in `/etc/passwd`).
`follow_links`	`0..1`		Operates as `lchown`.
`}`			

Returns:

OK/Error

Description:

New owner/group information is supplied as a set of `user` or `uid` and/or `group` or `gid` within the `owner` structure.

The `user` element can be used to specify a user or a group.

Example:

Changing the owner of /test to apache/apache.

```
<packet version="4.0.0" id="324">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <chown>
        <path>dGVzdA==</path>
        <cwd>Lw==</cwd>
        <cred>
          <user>apache</user>
          <group>apache</group>
        </cred>
      </chown>
    </filer>
  </data>
</packet>
```

link

Summary:

Creates a link to the specified filesystem entry.

Request specification:

Name	Min/Max	Type	Description
`link`		`navigateType` (p. 281)	
`{`			
`name`	`1..1`	`base64Binary`	Link name.
`symbolic`	`0..1`		Creates symbolic link if present, otherwise creates hard link.
`force`	`0..1`		Ignores errors if present.
`}`			

Returns:

OK/Error

Example:

Creating a symbolic link to `/test`.

```
<packet version="4.0.0" id="356">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <link>
        <cwd>Lw==</cwd>
        <path>dGVzdA==</path>
        <name>dGVzdC1kaXI=</name>
        <symbolic/>
        <force/>
      </link>
    </filer>
  </data>
</packet>
```

stat

Summary:

Returns filesystem element status information. The call is also capable of searching the backup archives and display the status information for the archived files and directories.

Request specification:

Name	Min/Max	Type	Description
`stat`		`navigateType` (p. 281)	
`{`			
`usage`	`0..1`		If present, the size returned for an element is a gross size on a disk, so for directories it is calculated by traversing their children.
`{`			
`single_fs`	`0..1`		Do not go across different partitions, while traversing.
`}`			
`follow_links`	`0..1`		If present, the information returned for links will be about their references, instead of themselves.
`info`	`0..1`		The list of properties to retrieve the information for. Simply include any of the following elements in the request if you would like the corresponding information to be included in the output.
`{`			
`user`	`0..1`	`none`	User name.
`group`	`0..1`	`none`	Group name.
`uid`	`0..1`	`none`	User ID.
`gid`	`0..1`	`none`	Group ID.
`mode`	`0..1`	`none`	Mode.
`size`	`0..1`	`none`	Size.
`date`	`0..1`	`none`	Date.
`links`	`0..1`	`none`	Hard link information.
`link_name`	`0..1`	`none`	Link name.
`content_type`	`0..1`	`none`	File element content type.
`}`			

Returns:

Name	Min/Max	Type	Description
`file`	`0..[]`	`fileType` (p. 282)	Status information.

Example:

Get the status of the "/" directory.

Input

```
<packet version="4.0.0" progress="on">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <stat>
        <cwd>Lw==</cwd>
        <path>Lw==</path>
      </stat>
    </filer>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>filer</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:data>
  <ns2:filer>
    <ns2:file>
      <ns2:name>Lw==</ns2:name>
      <ns2:type>4</ns2:type>
      <ns2:mode>493</ns2:mode>
      <ns2:user>root</ns2:user>
      <ns2:group>root</ns2:group>
      <ns2:uid>0</ns2:uid>
      <ns2:gid>0</ns2:gid>
      <ns2:links>27</ns2:links>
      <ns2:size>0</ns2:size>
      <ns2:date>2007-01-24T01:50:25+0000</ns2:date>
    </ns2:file>
  </ns2:filer>
</ns1:data>
</ns1:packet>
```

readlink

Summary:

Returns the contents of a symbolic link.

Request specification:

Name	Min/Max	Type	Description
`readlink`		`credType` (p. 280)	
{			
`path`	`1..[]`	`base64Binary`	Path on filesystem.
`cwd`	`0..1`	`base64Binary`	Current working directory. If absent, it is set to "/" by default.
}			

Returns:

Name	Min/Max	Type	Description
`file`	`0..[]`	`fileType` (p. 282)	File information structure. If the path is a symbolic link, returns its contents (what it links to) in `file/name`. Returns an error otherwise. On systems that do not support symbolic links, the operation will always return an error.

Description:

If the path is a symbolic link, returns its contents (what it links to) in `file/name` Returns an error otherwise. On systems that do not support symbolic links, the operation will always return an error.

Example:

Input

```
<packet version="4.0.0">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <readlink>
        <veid>103</veid>
        <path>L2hvbWUvZWR2dC9kLWVkdnQ=</path>
      </readlink>
    </filer>
  </data>
</packet>
```

Output

```
<packet priority="0" version="4.0.0">
  <origin>filer</origin>
  <target>vzclient84</target>
  <data>
    <filer>
      <file>
        <name>L2hvbWUvZWR2dA==</name>
      </file>
    </filer>
  </data>
</packet>
```

search

Summary:

Finds the first occurrence of a data block in files.

Request specification:

Name	Min/Max	Type	Description
`search`		`navigateType` (p. 281)	
`{`			
`offset`	`0..1`	`long`	Starting search offset. Positive offset means offset from the beginning of a file, and negative from the end of a file.
`block`	`1..1`	`base64Binary`	Data block to find in a file.
`backward`	`0..1`		Search backwards.
`}`			

Returns:

Name	Min/Max	Type	Description
`file`	`0..[]`		
`{`			
`name`		`fileType` (p. 282)	The name of the file containing the specified block of data.
`offset`	`0..[]`	`long`	Offset at which the block is located in the file.
`}`			

Example:

Search for a string "aaa" in the `/tmp.txt` file on the specified Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>filer</target>
  <data>
    <filer>
      <search>
        <cwd>Lw==</cwd>
        <path>L3RtcC50eHQ=</path>
        <offset>0</offset>
        <block>YWFhYQ==</block>
      </search>
    </filer>
  </data>
```

```
</packet>
```

Output

```
<packet version="4.0.0">
  <origin>filer</origin>
  <target>vzclient123</target>
  <data>
    <filer>
      <file>
        <name>dG1wLnR4dA==</name>
        <offset>15</offset>
      </file>
    </filer>
   </data>
</packet>
```

firewallm

This interface is available on Linux-based systems only.

Purpose:

The firewall management interface.

Types

chainType

Summary:

An enumeration defining the firewall chain types.

Type specification:

Enumeration, `string`.

Enumerator	Description
`INPUT`	An input chain. Called for inbound packets only.
`OUTPUT`	An output chain. Called for outbound packets only.
`FORWARD`	Forward chain. Called for packets that pass through the system.

policyType

Summary:

An enumeration defining the firewall control policy types.

Type specification:

Enumeration, `string`.

Enumerator	Description
`ACCEPT`	Accept a packet.
`DROP`	Drop a packet.
`REJECT`	Reject a packet.

port_rangeType

Summary:

This type is used to specify a single TCP port or a range of TCP ports.

Type specification:

Name	Min/Max	Type	Description
`first_port`	`1..1`	`int`	The first port number in the range. If specifying a single port, include it here and omit the `last_port` element (below).
`last_port`	`0..1`	`int`	The last port number in the range.

ruleType

Summary:

Contains the firewall rule settings.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Name of the service.
`protocol`	`1..1`	`transport_type` (p. 30)	Protocol type (`tcp` or `udp`).
`chain`	`0..1`	`chainType` (p. 306)	The firewall chain to which this rule is applied.
`policy`	`0..1`	`policyType` (p. 307)	Firewall security policy.
`allowed`	`0..1`	`boolean`	Indicates whether the protocol is enabled or disabled when the firewall is switched on. `true` -- the protocol will be enabled. `false` -- the protocol will be disabled.
`src_addr`	`0..1`	`net_addressType`	Source address. The internal address of the packets (e.g.: IPv4 or IPv6 address, the name of a network interface, etc.)
`dst_addr`	`0..1`	`net_addressType`	Destination address. The address where the packets are sent.
`src_ports`	`0..1`	`port_rangeType` (p. 307)	Source port range.
`dst_ports`	`0..1`	`port_rangeType` (p. 307)	Destination port range.
`input_iface`	`0..1`	`string`	Input interface.
`output_iface`	`0..1`	`string`	Output interface.

Calls

Call	Description
get (p. 310)	Lists existing firewall rules.
set (p. 311)	Adds or modifies a rule.
delete (p. 312)	Deletes a rule.
is_enabled (p. 313)	Checks if the firewall is enabled.
enable (p. 314)	Enables the firewall.
disable (p. 315)	Disables the firewall.

get

Summary:

Lists existing firewall rules.

Request specification:

Name	Min/Max	Type	Description
get	0..1		

Returns:

Name	Min/Max	Type	Description
rule	1..[]	ruleType (p. 308)	Firewall rule structure.

Example:

Listing firewall rules for the specified Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <get/>
    </firewallm>
  </data>
</packet>
```

Output

```
<packet priority="0" version="4.0.0">
  <origin>firewallm</origin>
  <target>vzclient30</target>
  <data>
    <firewallm>
      <rule>
        <name>REJECT_MAIL</name>
        <chain>INPUT</chain>
        <policy>REJECT</policy>
        <allowed>1</allowed>
        <protocol>tcp</protocol>
        <src_addr>
          Host192.168.1.10</host>
          <mask>255.255.255.0</mask>
        </src_addr>
        <src_ports>
          <first_port>25</first_port>
        </src_ports>
      </rule>
    </firewallm>
  </data>
</packet>
```

set

Summary:

Adds a rule to the firewall, or bans/permits an existing rule.

Request specification:

Name	Min/Max	Type	Description
`set`			
`{`			
`rule`	`0..[]`	`ruleType` (p. 308)	Firewall rule to set.
`}`			

Returns:

OK/Error

Example:

Setting a new rule for the specified Virtuozzo Container.

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <set>
        <rule>
          <name>REJECT_MAIL</name>
          <protocol>tcp</protocol>
          <chain>INPUT</chain>
          <policy>REJECT</policy>
          <allowed>1</allowed>
          <src_addr>
            Host192.168.2.10</host>
            <mask>255.255.255.0</mask>
          </src_addr>
          <src_ports>
            <first_port>25</first_port>
          </src_ports>
        </rule>
      </set>
    </firewallm>
  </data>
</packet>
```

delete

Summary:

Deletes a firewall rule.

Request specification:

Name	Min/Max	Type	Description
`delete`			
`{`			
`rule`	`0..[]`	`ruleType` (p. 308)	Firewall rule to delete. If none specified, deletes all existing rules.
`}`			

Returns:

OK/Error

Example:

Deleting a firewall rule from the specified Container. All of the parameters shown in the example must be specified.

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <delete>
        <rule>
          <name>REJECT_MAIL1</name>
          <chain>INPUT</chain>
          <policy>REJECT</policy>
          <allowed>1</allowed>
          <protocol>tcp</protocol>
          <src_addr>
            Host192.168.2.10</host>
            <mask>255.255.255.0</mask>
          </src_addr>
          <src_ports>
            <first_port>25</first_port>
          </src_ports>
        </rule>
      </delete>
    </firewallm>
  </data>
</packet>
```

is_enabled

Summary:

Checks if the firewall is enabled.

Request specification:

Name	Min/Max	Type	Description
is_enabled	0..1		

Returns:

Name	Min/Max	Type	Description
status	0..1	boolean	true -- the firewall is enabled. false -- the firewall is disabled.

Example:

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <is_enabled/>
    </firewallm>
  </data>
</packet>
```

Output:

```
<ns1:packet priority="0" version="4.0.0">
  <ns1:origin>firewallm</ns1:origin>
  <ns1:target>vzclient3</ns1:target>
  <ns1:data>
    <ns2:firewallm>
      <ns2:status>0</ns2:status> <!-- disabled -->
    </ns2:firewallm>
  </ns1:data>
</ns1:packet>
```

enable

Summary:

Enables a firewall.

Request specification:

Name	Min/Max	Type	Description
enable	0..1		

Returns:

OK/Error

Example:

Enabling a firewall in the specified Container.

```
<packet version="4.0.0">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <enable/>
    </firewallm>
  </data>
</packet>
```

disable

Summary:

Disables a firewall.

Request specification:

Name	Min/Max	Type	Description
disable	0..1		

Returns:

OK/Error

Example:

Disabling a firewall in the specified Container.

```
<packet version="4.0.0">
  <dst>
    Host24b9acf5-8ca5-49c9-b7b1-4c93fe048389</host>
  </dst>
  <target>firewallm</target>
  <data>
    <firewallm>
      <disable/>
    </firewallm>
  </data>
</packet>
```

licensem

Purpose:

Virtuozzo Containers license management interface.

Types

parameterType

Summary:

Contains information about a license parameter.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Parameter name.
`value`	`1..1`	`base64Binary`	Parameter value.
`used`	`0..1`	`base64Binary`	Number of licensable units already in use. For example, the number of Virtuozzo Containers in use. By subtracting `used` from `value` you'll get the number of Containers that you still can create under the given license. The value is only provided for some of the license parameters.

licenseType

Summary:

Contains a list of license parameters.

Type specification:

Name	Min/Max	Type	Description
`parameter`	`0..[]`	`parameterType` (p. 316)	A list of license parameters.

licensesType

Summary:

License information.

Type specification:

Name	Min/Max	Type	Description
`body`	`1..1`	`string`	License body.
`license`	`1..[]`	`licenseType` (p. 316)	License information.

license_eventType

Summary:

Event-specific data returned in the event of license expiration. See `subscribe` (p. 612) for more information on events and subscriptions.

Type specification:

Name	Min/Max	Type	Description
`license`	`1..[]`		
`{`			
`  serial`	`1..1`	`base64Binary`	License serial number.
`  status`	`0..1`	`base64Binary`	License status. If absent then the license was deleted.
`}`			

Calls

Call	Description
list (p. 318)	Retrieves a list of installed licenses.
install (p. 322)	Installs a new license.
parse (p. 325)	Parse license provided and get it's info.
delete (p. 328)	Delete license from the host server.
get_hwid (p. 329)	Gets Hardware Node HWID(s).
update	Updates current license.

list

Summary:

Retrieves the Virtuozzo Containers license installed on the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`list`	`1..1`		
`{`			
`  serial`	`0..[]`	`string`	This parameter is not currently used.
`  type`	`0..[]`	`string`	This parameter is not currently used.
`}`			

Returns:

Name	Min/Max	Type	Description
`licenses`	`0..[]`	`licensesType` (p. 316)	Virtuozzo Containers license information.

Example:

Input

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <list/>
    </licensem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/licensem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="1c4794742dt4823r9b8" time="2008-01-21T14:06:59+0000">
<origin>licensem</origin>
<target>vzclient2-9634f0ee-8c54-924d-9193-64f79dfc8736</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <licensem>
    <licenses>
      <body>================================================================================
== This file contains license for Virtuozzo product.                    ==
== Please visit http://www.sw-soft.com for more information on          ==
== Virtuozzo and SWsoft.                                                ==
== Please email your questions and/or suggestions to                    ==
== sales@sw-soft.com                                                    ==
============================ Start of license ============================
+hLwC8cTKogM7uox6MfKIwYGgk/eYX5KAxiTGNN0PsmvwSkG3L+UVC7oT6VoN0xQlAd7GhIk
```

```
6JuvxGvTpyDKbA22JfBiftDv1hK0X9p6OoaMdmvnEAL/peUfmcnbAR+JgBJu4+x8OeUNWftY
B6SlA8mt5ZONKQWzvT6il8rqdnDzgBevNQ+GcptCpPhibUtzP0x3ocKApGtKseAP1QK5zW4F
Y8LMds8dgrtjVe8tPUFXAnAzDkrpM0ugwqlimp2XwDA0ZXFHCdI1TN2L1Nehzng/xQ/a1Wmw
YyyHaV9irXtysOMT+D69Jrg1Jgcvz5i7uv8jIBWIaqhbu0Gqje2bTNjAEOWzdYrpeWZn2vYj
gGThn5QUlZArDt2Cg4UggTSLq4C1uQBylXlX/899v4AiT5zy9o5xfFlqzK+B9mofR8IBTI3+
B9QzTehiXqE4Ry2bsLgyxfbSWuF3cFx23Mdt/Um+fB9PF/OgqnsifAKSqjSApN1eQNFDERbm
oUEKAkIVCbtLcmHGpGETsWVMuWLGvQzkOidwJEIThYiO+Lon82qmMZkZ38TUUjC25pRr+Jia
+GdzO6Rr4bN8cqsZkb0Hw0SN3lRff+P/D56yzxNYlxeF6xfb99ynGQ4hDuoLQcgdLxIjX/aE
vkIliXHmVZVpQINIyxzfGoUIpNmc3X9GNcUl2vfRLtAyQm4h9vo8eQ0m8qn8wrEya3DOHcu8
duJ5/6ZyTrkiUhuhz1KQUco4cQiFe4aEn3Tjvvv1P/RHcJ8p7q0eAkOoIvFhyfWwKSkApfn2
+475QB0wD/rUci/bDj2TALdW0a0xRL0kFYq9JhJUy6rkvYUKjzLj0qzmVWdcQtpSwWjJrTds
22eJfG0Po6NL4+bQaC/qDJ1leK132DYeAWvgzjvP8iB7527swde67mvcfzALbJtXRaXpmlyL
qfzyzaVLkTEhgg6ffYDQpYSO7jgY1KF41Q+jPsqQp1/Kn7HfOlShPvDExfKlB6OHpQPu50om
oZXs27l7u6jwKhTbSd4bvDUXGyZWKHA=
============================ End of license ============================
      </body>
      <license>
        <parameter>
          <name>CLASS</name>
          <value>VlpTUlY=</value>
        </parameter>
        <parameter>
          <name>owner_name</name>
          <value>RXZhbHVhdGlvbiBWejQuMCBzZXJ2ZXIgSQ==</value>
        </parameter>
        <parameter>
          <name>status</name>
          <value>QUNUSVZF</value>
        </parameter>
        <parameter>
          <name>version</name>
          <value>NC4w</value>
        </parameter>
        <parameter>
          <name>owner_id</name>
          <value>MTEuMg==</value>
        </parameter>
        <parameter>
          <name>hwid</name>
          <value>MDAwMC4wMDAwLjAwMDAuMDAwMC4wMDAwLjAwMDAuMDAwMC4wMDAw</value>
        </parameter>
        <parameter>
          <name>serial</name>
          <value>NTc4RS43RjE3LkE5MEYuNzQyMS45RUU3LkRBOTIuMkVERC42ODI5</value>
        </parameter>
        <parameter>
          <name>expiration</name>
          <value>MjAwOC0wMi0wMVQwMDowMDowMCswMDAw</value>
        </parameter>
        <parameter>
          <name>start_date</name>
          <value>MjAwNi0wOS0wMVQwMDowMDowMCswMDAw</value>
        </parameter>
        <parameter>
          <name>issue_date</name>
          <value>MjAwNy0xMi0yN1QwNzowNjozMCswMDAw</value>
        </parameter>
        <parameter>
          <name>graceperiod</name>
          <value>MzAw</value>
          <used>MzAw</used>
```

```
        </parameter>
        <parameter>
          <name>key_number</name>
          <value>VlouMDAwMDAwMTMuMDAwNA==</value>
        </parameter>
        <parameter>
          <name>key_number_version</name>
          <value>MDAwNA==</value>
        </parameter>
        <parameter>
          <name>key_number_value</name>
          <value>MDAwMDAwMTM=</value>
        </parameter>
        <parameter>
          <name>product</name>
          <value>VmlydHVvenpv</value>
        </parameter>
        <parameter>
          <name>ct_total</name>
          <value>ODE5Mg==</value>
          <used>MA==</used>
        </parameter>
        <parameter>
          <name>cpu_total</name>
          <value>NjQ=</value>
          <used>MQ==</used>
        </parameter>
        <parameter>
          <name>vzpp_allowed</name>
          <value>MQ==</value>
        </parameter>
        <parameter>
          <name>backup_mgmt_allowed</name>
          <value>MQ==</value>
        </parameter>
        <parameter>
          <name>workflow_mgmt_allowed</name>
          <value>MQ==</value>
        </parameter>
        <parameter>
          <name>pvaagent_allowed</name>
          <value>MQ==</value>
        </parameter>
        <parameter>
          <name>max_vzmc_users</name>
          <value>MTI4</value>
        </parameter>
        <parameter>
          <name>max_vzcc_users</name>
          <value>MjU2</value>
        </parameter>
        <parameter>
          <name>architecture</name>
          <value>eDg2</value>
        </parameter>
        <parameter>
          <name>architecture</name>
          <value>eDg2XzY0</value>
        </parameter>
        <parameter>
          <name>architecture</name>
```

```
          <value>aWE2NA==</value>
        </parameter>
        <parameter>
          <name>platform</name>
          <value>YW55</value>
        </parameter>
      </license>
    </licenses>
  </licensem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

install

Summary:

Installs a Virtuozzo Containers license on the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`install`	`1..1`		
`{`			
`license`	`1..1`	`string`	License body, product key, or product activation code, whichever is available to you.
`options`	`1..1`		Installation options.
`{`			
`transfer`	`0..[]`	`boolean`	Include this parameter and set it to `true` if you would like to transfer the license to a different Hardware Node. The parameter can only be used when the `license` element contains a product activation code. If you have a license file or a product key, delete the license first using the `delete` call (p. 328) and then install it on another Hardware Node using the `install` call in a usual manner.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`licenses`	`0..[]`	`licensesType` (p. 316)	License information.

Example:

Installing a Virtuozzo Containers license using a product key.

Input

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <install>
        <license>0M9Y96-2GVKXG-82773A-BBKHYB-VFDYDP</license>
      </install>
    </licensem>
```

```
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/licensem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="10c464846a5t5f90re80"
time="2007-05-15T10:23:28+0000" priority="0" version="4.0.0">
<ns1:origin>licensem</ns1:origin>
<ns1:target>vzclient2</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:licensem>
    <ns2:license>
      <ns2:parameter>
        <ns2:name>CLASS</ns2:name>
        <ns2:value>VlpTUlY=</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>status</ns2:name>
        <ns2:value>VkFMSUQ=</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>version</ns2:name>
        <ns2:value>NC4w</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>serial</ns2:name>
        <ns2:value>ME05WTk2LTJHVktYRy04Mjc3M0EtQkJLSFlCLVZGRFlEUA==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>expiration</ns2:name>
        <ns2:value>MjAwNy0wNi0wMVQyMzo1OTo1OSswMDAw</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>graceperiod</ns2:name>
        <ns2:value>MzYwMA==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>key_number</ns2:name>
        <ns2:value>VlouMDAwMDAwMTMuMDAwMA==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>cpu_total</ns2:name>
        <ns2:value>NjQ=</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>ve_total</ns2:name>
        <ns2:value>ODIwMA==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>max_vzmc_users</ns2:name>
        <ns2:value>MTI4</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>max_vzcc_users</ns2:name>
        <ns2:value>MjYw</ns2:value>
      </ns2:parameter>
```

```
      <ns2:parameter>
        <ns2:name>platform</ns2:name>
        <ns2:value>QW55</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>product</ns2:name>
        <ns2:value>VmlydHVvenpv</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>vzpp_allowed</ns2:name>
        <ns2:value>MQ==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>backup_mgmt_allowed</ns2:name>
        <ns2:value>MQ==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>workflow_mgmt_allowed</ns2:name>
        <ns2:value>MQ==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>pvaagent_allowed</ns2:name>
        <ns2:value>MQ==</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>architecture</ns2:name>
        <ns2:value>eDg2</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>architecture</ns2:name>
        <ns2:value>eDg2XzY0</ns2:value>
      </ns2:parameter>
      <ns2:parameter>
        <ns2:name>architecture</ns2:name>
        <ns2:value>aWE2NA==</ns2:value>
      </ns2:parameter>
    </ns2:license>
  </ns2:licensem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

parse

Summary:

Parses a license body and obtains the license parameters.

Request specification:

Name	Min/Max	Type	Description
parse	1..1		
{			
body	1..1	string	Base64-encoded license body.
type	0..[]	string	This parameter is not currently used.
serial	0..[]	string	This parameter is not currently used.
}			

Returns:

Name	Min/Max	Type	Description
licenses	0..[]	licensesType (p. 316)	License information.

Example:

Input

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <parse>
        <body>================================================================================
== This file contains license for Virtuozzo product.                          ==
== Please visit http://www.sw-soft.com for more information on                ==
== Virtuozzo and SWsoft.                                                      ==
== Please email your questions and/or suggestions to                          ==
== sales@sw-soft.com                                                          ==
============================ Start of license ============================
+hLwC8cTKogM7uox6MfKIwYGgk/eYX5KAxiTGNN0PsmvwSkG3L+UVC7oT6VoN0xQlAd7GhIk
6JuvxGvTpyDKbA22JfBiftDv1hK0X9p6OoaMdmvnEAL/peUfmcnbAR+JgBJu4+x8OeUNWftY
B6SlA8mt5ZONKQWzvT6il8rqdnDzgBevNQ+GcptCpPhibUtzP0x3ocKApGtKseAP1QK5zW4F
Y8LMds8dgrtjVe8tPUFXAnAzDkrpM0ugwqlimp2XwDA0ZXFHCdI1TN2L1Nehzng/xQ/a1Wmw
YyyHaV9irXtysOMT+D69Jrg1Jgcvz5i7uv8jIBWIaqhbu0Gqje2bTNjAEOWzdYrpeWZn2vYj
gGThn5QUlZArDt2Cg4UggTSLq4C1uQBylXlX/899v4AiT5zy9o5xfFlqzK+B9mofR8IBTI3+
B9QzTehiXqE4Ry2bsLgyxfbSWuF3cFx23Mdt/Um+fB9PF/OgqnsifAKSqjSApN1eQNFDERbm
oUEKAkIVCbtLcmHGpGETsWVMuWLGvQzkOidwJEIThYiO+Lon82qmMZkZ38TUUjC25pRr+Jia
+GdzO6Rr4bN8cqsZkb0Hw0SN3lRff+P/D56yzxNYlxeF6xfb99ynGQ4hDuoLQcgdLxIjX/aE
vkIliXHmVZVpQINIyxzfGoUIpNmc3X9GNcUl2vfRLtAyQm4h9vo8eQ0m8qn8wrEya3DOHcu8
duJ5/6ZyTrkiUhuhz1KQUco4cQiFe4aEn3Tjvvv1P/RHcJ8p7q0eAkOoIvFhyfWwKSkApfn2
+475QB0wD/rUci/bDj2TALdW0a0xRL0kFYq9JhJUy6rkvYUKjzLj0qzmVWdcQtpSwWjJrTds
22eJfG0Po6NL4+bQaC/qDJ1leK132DYeAWvgzjvP8iB7527swde67mvcfzALbJtXRaXpmlyL
qfzyzaVLkTEhgg6ffYDQpYSO7jgY1KF41Q+jPsqQp1/Kn7HfOlShPvDExfKlB6OHpQPu50om
oZXs27l7u6jwKhTbSd4bvDUXGyZWKHA=
============================ End of license ============================
```

```
        </body>
      </parse>
    </licensem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/licensem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="8c4794796bt6952r9b8" time="2008-01-21T14:21:00+0000">
<origin>licensem</origin>
<target>vzclient2-9634f0ee-8c54-924d-9193-64f79dfc8736</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <licensem>
    <license>
      <parameter>
        <name>CLASS</name>
        <value>VlpTUlY=</value>
      </parameter>
      <parameter>
        <name>owner_name</name>
        <value>RXZhbHVhdGlvbiBWejQuMCBzZXJ2ZXIgSQ==</value>
      </parameter>
      <parameter>
        <name>status</name>
        <value>VkFMSUQ=</value>
      </parameter>
      <parameter>
        <name>version</name>
        <value>NC4w</value>
      </parameter>
      <parameter>
        <name>owner_id</name>
        <value>MTEuMg==</value>
      </parameter>
      <parameter>
        <name>hwid</name>
        <value>MDAwMC4wMDAwLjAwMDAuMDAwMC4wMDAwLjAwMDAuMDAwMC4wMDAw</value>
      </parameter>
      <parameter>
        <name>serial</name>
        <value>NTc4RS43RjE3LkE5MEYuNzQyMS45RUU3LkRBOTIuMkVERC42ODI5</value>
      </parameter>
      <parameter>
        <name>expiration</name>
        <value>MjAwOC0wMi0wMVQwMDowMDowMCswMDAw</value>
      </parameter>
      <parameter>
        <name>start_date</name>
        <value>MjAwNi0wOS0wMVQwMDowMDowMCswMDAw</value>
      </parameter>
      <parameter>
        <name>issue_date</name>
        <value>MjAwNy0xMi0yN1QwNzowNjozMCswMDAw</value>
      </parameter>
      <parameter>
        <name>graceperiod</name>
```

```
        <value>MzAw</value>
      </parameter>
      <parameter>
        <name>key_number</name>
        <value>VlouMDAwMDAwMTMuMDAwNA==</value>
      </parameter>
      <parameter>
        <name>key_number_version</name>
        <value>MDAwNA==</value>
      </parameter>
      <parameter>
        <name>key_number_value</name>
        <value>MDAwMDAwMTM=</value>
      </parameter>
      <parameter>
        <name>product</name>
        <value>VmlydHVvenpv</value>
      </parameter>
      <parameter>
        <name>ct_total</name>
        <value>ODE5Mg==</value>
      </parameter>
      <parameter>
        <name>cpu_total</name>
        <value>NjQ=</value>
      </parameter>
      <parameter>
        <name>vzpp_allowed</name>
        <value>MQ==</value>
      </parameter>
      <parameter>
        <name>backup_mgmt_allowed</name>
        <value>MQ==</value>
      </parameter>
      <parameter>
        <name>workflow_mgmt_allowed</name>
        <value>MQ==</value>
      </parameter>
      <parameter>
        <name>pvaagent_allowed</name>
        <value>MQ==</value>
      </parameter>
      <parameter>
        <name>max_vzmc_users</name>
        <value>MTI4</value>
      </parameter>
      <parameter>
        <name>max_vzcc_users</name>
        <value>MjU2</value>
      </parameter>
      <parameter>
        <name>architecture</name>
        <value>eDg2</value>
      </parameter>
      <parameter>
        <name>architecture</name>
        <value>eDg2XzY0</value>
      </parameter>
      <parameter>
        <name>architecture</name>
        <value>aWE2NA==</value>
```

```
      </parameter>
      <parameter>
        <name>platform</name>
        <value>YW55</value>
      </parameter>
    </license>
  </licensem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

delete

Summary:

Deletes a Virtuozzo Containers license from the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
delete	1..1		
{			
type	0..[]	string	This parameter is not currently used.
serial	0..[]	string	This parameter is not currently used.
}			

Returns:

OK/Error

Example:

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <delete/>
    </licensem>
  </data>
</packet>
```

get_hwid

Summary:

Returns the Hardware Node ID associated with the installed Virtuozzo Containers license.

Request specification:

Name	Min/Max	Type	Description
get_hwid	1..1		

Returns:

Name	Min/Max	Type	Description
hwid	1..[]	string	Hardware Node ID.

Example:

Input

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <get_hwid/>
    </licensem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/licensem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="9c47947c17t5f90r9b8" time="2008-01-21T14:28:09+0000">
<origin>licensem</origin>
<target>vzclient2-9634f0ee-8c54-924d-9193-64f79dfc8736</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <licensem>
    <hwid>0719.FD4A.CB5D.5681.8117.137A.DA24.AEE9</hwid>
  </licensem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

update

Summary:

Updates a Virtuozzo Containers license.

Request specification:

Name	Min/Max	Type	Description
`update`			
`{`			
`serial`	`1..1`	`string`	A Base64-encoded string containing the license serial number.
`}`			

Returns:

Name	Min/Max	Type	Description
`license`	`1..1`	`licenseType` (p. 316)	The updated license information.

Description

The `update` call allows to update a Virtuozzo Containers license installed on a Hardware Node. The call will establish a connection with the Parallels authentication server and will verify whether your existing license is eligible for the update. Upon approval, it will retrieve the new license information and will update your existing license.

Example:

```
<packet version="4.0.0">
  <target>licensem</target>
  <data>
    <licensem>
      <update>
        <serial>NTc4RS43RjE3LkE5MEYuNzQyMS45RUU3LkRBOTIuMkVERC42ODI5</serial>
      </update>
    </licensem>
  </data>
</packet>
```

mailer

Purpose:

The mail template configuration management interface.

Mail templates are used to build mail messages that are sent to the alert subscribers (p. 72). The mailer interface provides functionality that allows you to create your own mail templates. Typically, a resource allocation alert consists of the description of a problem, the type of the alert, the ID of the server that was affected, and the data related to the alert source. All this information can be included in a mail template using variables. You construct a template as a free-form text message and include the predefined variables in it where needed. The following is an example of a mail template:

```
You received this message as a subscriber of Virtuozzo alert services.
Message: $TYPE $ID alert on Container $TITLE Current value: $CUR Soft
limit: $SOFT Hard limit: $HARD
```

The variables (identified by the dollar sign in front of their names) will be substituted with the actual values at the time the message is generated. The following is a sample message that was composed using the template above:

```
You received this message as a subscriber of Virtuozzo alert services. Message: red
physpages alert on Container VC-101 Current value: 2147481270 Soft limit: 0 Hard limit:
2147483647
```

The following table describes the variables that you can use in your mail templates.

Variable	**Description**
`$TITLE`	Virtuozzo Container title.
`$TIME`	Time of the alert occurrence.
`$ID`	The name of a quota, ubc parameter, or service.
`$TYPE`	The alert type: `green`, `red`, `yellow` for quota alerts. `running`, `stopped` for service alerts.
`$CUR`	Current value (ubc or quota alerts).
`$SOFT`	Soft limit (ubc or quota alerts).
`$HARD`	Hard limit (ubc or quota alerts).

Types

Calls

Call	Description
mail_template_list (p. 333)	List all of the available mail templates.
get_mail_template (p. 334)	Gets mail template, specified by its name.
set_mail_template (p. 335)	Sets mail template.
remove_mail_template (p. 336)	Removes mail template.
set_relay (p. 337)	Sets smart relay for mail delivering.
get_relay (p. 338)	Gets smart relay.
post (p. 339)	Posts a new message.

mail_template_list

Summary:

Returns a list of the available mail templates.

Request specification:

Name	Min/Max	Type	Description
mail_template_list			

Returns:

Name	Min/Max	Type	Description
mail_tempate_list	0..1		A list of the templates.
{			
name	0..[]	string	Template name.
}			

Example:

Input

```
<packet version="4.0.0">
  <target>mailer</target>
  <data>
    <mailer>
      <mail_template_list/>
     </mailer>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
  <ns1:origin>mailer</ns1:origin>
  <ns1:target>vzclient3</ns1:target>
  <ns1:data>
    <ns2:mailer>
      <ns2:mail_template_list>
        <ns2:name>genericmail</ns2:name>
      </ns2:mail_template_list>
    </ns2:mailer>
  </ns1:data>
</ns1:packet>
```

get_mail_template

Summary:

Retrieves the specified mail template.

Request specification:

Name	Min/Max	Type	Description
get_mail_template			
{			
name	0..1	string	Template name.
}			

Returns:

Name	Min/Max	Type	Description
mail_template	0..1		Template info.
{			
name	1..1	string	Template name.
body	1..1	base64Binary	Template body.
read_only	1..1	none	If present then the template is read-only and cannot be modified.
}			

Example:

Input

```
<packet version="4.0.0">
  <target>mailer</target>
  <data>
    <mailer>
      <get_mail_template>
         <name>genericmail</name>
       </get_mail_template>
     </mailer>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>mailer</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:data>
<ns2:mailer>
<ns2:mail_template>
<ns2:name>genericmail</ns2:name>
<ns2:body>WW91IHJlY2VpdmVkIHRoaXMgbWVzc2FnZSBhcyBhIHN1YnNjcmliZXIgb2YgVmlydHVvenpvIGFsZ
XJ0IHNlcnZpY2VzLiBNZXNzYWdlOiAkVFlQRSAkSUQgYWxlcnQgb24gRW52aXJvbm1lbnQgJFRJVExFIEN1cnJl
bnQgdmFsdWU6ICRDVVIgU29mdCBsaW1pdDogJFNPRlQgSGFyZCBsaW1pdDogJEhBUkQ=</ns2:body>
</ns2:mail_template>
```

```
</ns2:mailer>
</ns1:data>
</ns1:packet>
```

set_mail_template

Summary:

Creates a mail template.

Request specification:

Name	Min/Max	Type	Description
set_mail_template			
{			
name	1..1	string	Template name.
body	1..1	base64Binary	Template body.
}			

Returns:

OK/Error.

Description:

For the details on how to compose a template body, see **mailer** (p. 331).

Example:

```
<packet>
<target>mailer</target>
<data>
<mailer>
<set_mail_template>
<name>genericmail</name>
<body>WW91IHJlY2VpdmVkIHRoaXMgbWVzc2FnZSBhcyBhIHN1YnNjcmliZXIgb2YgVmlydHVvenpvIGFsZXJ0I
HNlcnZpY2VzLiBNZXNzYWdlOiAkVFlQRSAkSUQgYWxlcnQgb24gRW52aXJvbm1lbnQgJFRJVExFIEN1cnJlbnQg
dmFsdWU6ICRDVVIgU29mdCBsaW1pdDogJFNPRlQgSGFyZCBsaW1pdDogJEhBUkQ=</body>
</set_mail_template>
</mailer>
</data>
</packet>
```

remove_mail_template

Summary:

Removes existing mail template.

Request specification:

Name	Min/Max	Type	Description
`remove_mail_template`			
`{`			
`  name`	`1..1`	`string`	Template name.
`}`			

Returns:

OK/Errors.

Example:

```
<packet version="4.0.0">
  <target>mailer</target>
  <data>
    <mailer>
      <remove_mail_template>
         <name>mytemplate</name>
       </remove_mail_template>
     </mailer>
  </data>
</packet>
```

set_relay

Summary:

Sets smart relay for mail delivering.

Request specification:

Name	Min/Max	Type	Description
set_relay			
{			
relay	1..1	ip_type (p. 29)	An IP address of a smart relay server. Only one smart relay server can be set. Each subsequent set_relay call overrides the previous setting.
}			

Returns:

OK/Error.

Example:

```
<packet version="4.0.0">
  <target>mailer</target>
  <data>
    <mailer>
      <set_relay>
        <relay>192.168.1.1</relay>
      </set_relay>
    </mailer>
  </data>
</packet>
```

get_relay

Summary:

Returns an IP address of the currently set smart relay server.

Request specification:

Name	Min/Max	Type	Description
get_relay	0..1		

Returns:

Name	Min/Max	Type	Description
relay	0..1	ip_type	An IP address of the smart relay server.

Example:

```
<packet version="4.0.0">
  <target>mailer</target>
  <data>
    <mailer>
      <set_relay>
        <relay>192.168.1.1</relay>
      </set_relay>
    </mailer>
  </data>
</packet>
```

post

Summary:

Posts a new mail message.

Request specification:

Name	Min/Max	Type	Description
`post`			
`{`			
`message`	`1..1`	`base64Binary`	Message. The data contained here will be fed to the `sendmail` program.
`}`			

Returns:

OK/Error.

Example:

Input

```
<packet>
  <target>mailer</target>
  <data>
    <mailer>
      <post>
        <!-- To: an_ur@yahoo.com From: an_ur@yahoo.com
        Subject: mailc/post test Testing mailc/post -->
        <message>VG86IGFuX3VyQHlhaG9vLmNvbSANCkZyb206IGFuX3VyQH
lhaG9vLmNvbSANClN1YmplY3Q6IG1haWxjL3Bvc3QgdGVz
dA0KVGVzdGluZyBtYWlsYy9wb3N0</message>
      </post>
    </mailer>
  </data>
</packet>
```

Output

```
<packet priority="0" version="4.0.0">
  <origin>mailer</origin>
  <target>vzclient2</target>
  <data>
    <mailer>
      <ok/>
    </mailer>
  </data>
</packet>
```

relocator

Purpose:

The `relocator` interface allows to perform virtual environment migration operations.

The `vzarelocator` (p. 658) interface is derived from this interface and is designed to perform the following Container migration operations:

- Physical to Virtual (P2V) migration.
- Virtual to Physical (V2P) migration.
- Virtual to Virtual (V2V) migration.
- In addition, the interface allows to clone Containers and to change the location of the Container data on the host computer.

When working with Containers, the P2V and V2P migration must be performed using `vzarelocator` (p. 658). V2V migration is the only migration operation that must be performed using the base `relocator` interface described in this section.

The `vzprelocator` (p. 727) interface implements the virtual machine cloning functions.

Types

clone_optionsType

Summary:

The `clone_optionsType` is the base type defining the options used during Virtuozzo Containers cloning operation.

Type specification:

The type has no elements.

Subtypes:

`vzarelocator.clone_optionsType` (p. 659)

p2v_migrate_optionsType

Summary:

Physical-to-virtual migration options.

Type specification:

Name	Min/Max	Type	Description
`exclude`	`0..1`		The list of files and directories on the source machine to exclude from migration. Physical disks to be excluded from migration.
`{`			
`path`	`1..[]`	`base64Binary`	Pathnames. The parameter uses the `rsync` exclude patterns. Disks letter including the colon, e.g. `E:`
`}`			
`keep_dst`	`0..1`	`boolean`	Specifies whether to keep the transferred data on the target host in case of error. Keeping the data may help reduce the duration of the subsequent migration operation. `true` -- keep the data. `false` -- remove the data.
`config`	`0..1`	`env_configType` (p. 37)	Configuration parameters to apply to the target Container. Normally, you should use the `calc_env_config` call (p. 357) to assist you in calculating the correct Container configuration based on the source physical machine parameters.
`service`	`0..[]`		The list of services to be stopped on the source machine during migration.
`{`			
`name`	`1..1`	`string`	Service name.
`}`			

quota	0..1		Disk quota migration information. You may specify only one partition on the source server which will be migrated to the Container together with all quotas imposed on it. All other partitions on the server will be copied without keeping their quota limits. Moreover, the quota limits imposed on the selected partition will be applied to the entire Container after the server migration.
{			
partition	1..1		Partition info.
{			
name	1..1	string	Partition name.
}			
}			

v2v_migrate_optionsType

Summary:

Virtual-to-virtual migration options.

Type specification:

Name	Min/Max	Type	Description
`force`	`0..1`	`none`	If the migration fails, you may try to force it by including this element. For example, if any of the application templates that are installed in the source Virtuozzo Container are missing on the destination Hardware Node, the migration will stop with an error. If you include the `force` option, the errors will be ignored and the Container will be migrated (note that it will be impossible to start such a Container after the migration).
`nostart`	`0..1`	`none`	A flag indicating not to start the target Container upon completion: `true` -- do not start the Container. `false` or absent -- start the Container.
`remove`	`0..1`	`boolean`	Indicates whether to delete all of the user data from the source Container. `true` -- delete the data. The Container private area will be deleted from the source node. `false` -- do not remove the data (default). The Container private area directory will be renamed and kept on the source node in its original location.
`config`	`0..1`	`env_configType` (p. 37)	New configuration parameters to apply to the target Container.
`type`	`0..1`	`int`	The type of migration to perform: `0` -- Offline `1` -- Simple online `2` -- Lazy online `3` -- Iterative online `4` -- Iterative lazy online

v2p_migrate_optionsType

Summary:

Virtual-to-physical migration options.

Type specification:

Name	Min/Max	Type	Description
`config`	`0..1`	`env_configType` (p. 37)	Configuration parameters to apply to the target physical server.

hw_notesType

Summary:

Miscellaneous information returned by the `calc_env_config` call (p. 357). See subtypes for plug-in specific implementations.

Type specification:

The type has no elements.

Subtypes:

`vzarelocator:hw_notesType` (p. 660)

Calls

Call	Description
migrate_p2v (p. 345)	Physical to virtual migration.
migrate_v2v (p. 351)	Virtual to virtual migration.
migrate_v2p (p. 356)	Virtual to physical migration.
calc_env_config (p. 357)	Calculates configuration parameters for P2V migration.
move (p. 361)	Moves a Container private area to a different location.
clone (p. 363)	Clones a Container.

migrate_p2v

Summary:

Migrates a physical server to a Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`migrate_p2v`	`1..1`		
`{`			
`options`	`0..1`	`p2v_migrate_optionsType` (p. 341)	Migration options.
`src`	`1..1`	`connection_infoType` (p. 34)	The parameters that will be used to connect to the physical server that will be migrated to a Virtuozzo Container. The user authentication will be performed using the Agent authentication mechanism. The following parameters must be specified: `protocol` -- TCP or SSL. `address` -- the source node IP address. `login/name` -- the name of the system user, such as `root` for example. `realm` -- the ID of the System Realm. `password` -- the user password. `port` -- 4433 for TCP, or 4434 for SSL, .
`}`			

Returns:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	Server ID of the new Virtuozzo Container.

Description:

The `migrate_p2v` call allows to migrate a standalone physical server running Linux, Windows Server 2003, or Windows 2000 system to a Virtuozzo Container. The migration process includes copying the entire contents of the physical server, including all files, folders, network settings, etc.

Virtuozzo Containers for Linux requirements and restrictions:

- The Linux distribution installed on the source physical server must be supported by Virtuozzo Containers (none of the BSD operating systems are supported).
- SSH must be installed on both the source server and the target Hardware Node. SSH is used to establish an initial connection with the source server and to copy the necessary Agent components to it.

For additional information, requirements, and limitations, please also see the **Migrating Physical Server to Container** section in the **Virtuozzo Containers User's Guide**.

Virtuozzo Containers for Windows requirements and restrictions:

1. You can only migrate physical servers running Windows Server 2003 or Windows 2000 systems.
2. If you are migrating a server running Windows Server 2003, you should ascertain that:
   - The target Hardware Node is running the same version and Service Pack of Windows Server 2003 as the source machine.
   - The language version of Windows Server 2003 is the same on both machines.
3. If you are migrating a physical server running Windows 2000, please keep the following facts in mind:
   - The Windows components that are installed on the source server will not be migrated if they are not included in the Windows Server 2003 OS template on the target Hardware Node.
   - Some applications may fail to work properly on the target Container because of the differences in the Windows Server 2003 technology in comparison to Windows 2000.
4. You cannot migrate physical servers running the 32-bit version of Windows Server 2003/Windows Server 2000 to Hardware Nodes running the 64-bit version of Virtuozzo Containers.
5. You cannot migrate physical servers running the 64-bit version of Windows Server 2003/Windows Server 2000 to Nodes running the 32-bit version of Virtuozzo Containers.
6. You cannot migrate non-NTFS partitions.

For additional information, requirements, and limitations, please also see the **Migrating Physical Server to Container** section in the **Virtuozzo Containers for Windows User's Guide**.

Prior to executing the `migrate_p2v` call, you have to take the following preliminary steps:

1. Distribute the core Agent components to the source server. Use the `system/distribute` (p. 581) call to accomplish this task.
2. Calculate the Container configuration parameters using the `calc_env_config` call (p. 357). Please note that the call returns the configuration information using the `env_configType` (p. 37) data type but you must use its subtype, the `venv_configType` (p. 69) type to pass this data to the `migrate_p2v` call (p. 345) (see code examples below).

Not all of the configuration parameters returned by the `calc_env_config` call (p. 357) can be effectively used to create the new Container. Most notably, the IP address contained in the `address` element (p. 37) of the returned XML packet is a read-only field and has no effect when creating a new Conatiner. If you would like to specify an IP address for the new Container, use the `net_device` element of the `venv_configType` structure (p. 69) instead. You might also want to specify the Virtuozzo-level Container ID and an OS template values. Once you are done editing the Container configuration, include it in the request using the `options/config` parameter (see the **Request Specification** subsection above).

On successful migration, the source physical server will be automatically stopped to avoid possible conflicts with the new Container.

Example:

1. The first step is to distribute the core Agent components to the source server (see `distribute` (p. 581) for code example).

2. The second step is to calculate the Container configuration based on the source server (see `calc_env_config` (p. 357) for code example). In the example below, we've modified the calculated configuration by adding the `veid`, `os_template`, and `net_device` parameters containing the Virtuozzo-level Container ID, OS template name, and network interface/IP address information.

Now that all of the necessary preliminary steps are completed, we are ready to execute the `migrate_p2v` call.

Input

```
<packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzarelocator"
xmlns:ns4="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzarelocator</target>
  <data>
    <vzarelocator>
      <migrate_p2v>
        <options>
          <exclude>
            <path>/vz</path>
          </exclude>
          <keep_dst/>
          <ns2:config xsi:type="ns4:venv_configType">
            <ns3:qos>
              <ns3:id>avnumproc</ns3:id>
              <ns3:hard>94</ns3:hard>
              <ns3:soft>94</ns3:soft>
            </ns3:qos>
            <ns3:qos>
              <ns3:id>cpuunits</ns3:id>
              <ns3:hard>1000</ns3:hard>
            </ns3:qos>
            <ns3:qos>
              <ns3:id>dcachesize</ns3:id>
```

```
            <ns3:hard>1270579</ns3:hard>
            <ns3:soft>1270579</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>dgramrcvbuf</ns3:id>
            <ns3:hard>132096</ns3:hard>
            <ns3:soft>132096</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>diskinodes</ns3:id>
            <ns3:hard>69369</ns3:hard>
            <ns3:soft>63063</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>diskspace</ns3:id>
            <ns3:hard>2156412</ns3:hard>
            <ns3:soft>1960375</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>kmemsize</ns3:id>
            <ns3:hard>7750533</ns3:hard>
            <ns3:soft>7750533</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>lockedpages</ns3:id>
            <ns3:hard>1261</ns3:hard>
            <ns3:soft>1261</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numfile</ns3:id>
            <ns3:hard>3008</ns3:hard>
            <ns3:soft>3008</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numflock</ns3:id>
            <ns3:hard>110</ns3:hard>
            <ns3:soft>100</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numiptent</ns3:id>
            <ns3:hard>128</ns3:hard>
            <ns3:soft>128</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numothersock</ns3:id>
            <ns3:hard>94</ns3:hard>
            <ns3:soft>94</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numproc</ns3:id>
            <ns3:hard>94</ns3:hard>
            <ns3:soft>94</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numpty</ns3:id>
            <ns3:hard>255</ns3:hard>
            <ns3:soft>255</ns3:soft>
          </ns3:qos>
          <ns3:qos>
            <ns3:id>numsiginfo</ns3:id>
            <ns3:hard>256</ns3:hard>
```

```
      <ns3:soft>256</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>numtcpsock</ns3:id>
      <ns3:hard>80</ns3:hard>
      <ns3:soft>80</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>oomguarpages</ns3:id>
      <ns3:hard>2147483647</ns3:hard>
      <ns3:soft>0</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>othersockbuf</ns3:id>
      <ns3:hard>372736</ns3:hard>
      <ns3:soft>132096</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>physpages</ns3:id>
      <ns3:hard>2147483647</ns3:hard>
      <ns3:soft>0</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>privvmpages</ns3:id>
      <ns3:hard>27074</ns3:hard>
      <ns3:soft>22562</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>quotatime</ns3:id>
      <ns3:hard>0</ns3:hard>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>quotaugidlimit</ns3:id>
      <ns3:hard>1024</ns3:hard>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>shmpages</ns3:id>
      <ns3:hard>8192</ns3:hard>
      <ns3:soft>8192</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>tcprcvbuf</ns3:id>
      <ns3:hard>270336</ns3:hard>
      <ns3:soft>65536</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>tcpsndbuf</ns3:id>
      <ns3:hard>270336</ns3:hard>
      <ns3:soft>65536</ns3:soft>
    </ns3:qos>
    <ns3:qos>
      <ns3:id>vmguarpages</ns3:id>
      <ns3:hard>2147483647</ns3:hard>
      <ns3:soft>0</ns3:soft>
    </ns3:qos>
    <ns3:distribution>
      <ns3:version>5</ns3:version>
      <ns3:name>rhel</ns3:name>
    </ns3:distribution>
    <ns3:hostname>dhcp0-36.sw.ru</ns3:hostname>
    <ns3:search_domain>sw.ru</ns3:search_domain>
```

```
            <ns3:nameserver>192.168.1.1</ns3:nameserver>
            <veid>201</veid>
            <os_template>
              <name>redhat-as3-minimal</name>
            </os_template>
            <net_device>
              <id>venet0</id>
              <ip_address>
                <ip>10.17.3.123</ip>
              </ip_address>
              <host_routed/>
            </net_device>
          </ns2:config>
        </options>
        <src>
          <protocol>SSL</protocol>
          <address>192.168.0.36</address>
          <login>
            <name>cm9vdA==</name>
            <realm>00000000-0000-0000-0000-000000000000</realm>
          </login>
          <password>bXlwYXNz</password>
          <port>4434</port>
        </src>
      </migrate_p2v>
    </vzarelocator>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzarelocator"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2ac465c3671t1547rc38"
time="2007-05-25T09:04:46+0000" priority="4000" version="4.0.0">
<ns1:origin>vzarelocator</ns1:origin>
<ns1:target>vzclient25-1df4b04e-0d55-f246-b718-89bbc62fd371</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzarelocator>
    <ns2:eid>0cb73fc2-9925-0841-809a-8bf04794856d</ns2:eid>
  </ns2:vzarelocator>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

migrate_v2v

Summary:

Migrates a Virtuozzo Container from one Hardware Node to another.

Request specification:

Name	Min/Max	Type	Description
`migrate_v2v`	`1..1`		
`{`			
`options`	`0..1`	`v2v_migrate_optionsType` (p. 343)	Migration options.
`eid`	`1..1`	`eid_type` (p. 29)	Server ID of the source Container.
`dst`	`1..1`	`connection_infoType` (p. 34)	The destination Hardware Node connection information. You must specify the `name`, `realm`, and `password` parameters that are valid on the destination Hardware Node. If, for example, you are authenticating the user on the target node against a certain Realm but don't know the Realm ID in advance, you must connect to the destination node first and get the Realm ID using the `get_realm` call (p. 112). Alternately, you may use the `generate_pass` call (p. 583) to get a temporary login info and use the returned values to populate this structure. The `generate_pass` call must also be executed on the target Hardware Node.
`}`			

Returns:

OK/Error

Description:

To migrate a Virtuozzo Container, the target host must have Virtuozzo Containers and Parallels Agent software installed.

The following V2V migration types are supported:

- *Offline migration*. Performed on a stopped or a running source Container. If the Container is stopped, all its files are simply copied from the source host to the target computer. If the Container is running, the files are first copied to the target machine and then the Container is stopped momentarily. At this point, the data that was copied to the target machine is compared to the original data and the files that have changed since the copying began are updated. The source Container is then started back up. The downtime depends on the Container size but should normally take only a minute or so.
- *Simple online migration*. Performed on a running source Container. In the beginning of the migration process, the Container becomes momentarily locked and all of its data, including states of all running processes, is dumped into an image file. After that, the Container operation is resumed, and the dump file is transferred to the target host where a new Container is created using the file data.
- *Lazy online migration*. Instead of migrating all of the data in one big step (as in simple online migration), lazy migration copies the data over a time period. Initially, only the data that is absolutely necessary to bring the new Container up is copied to the target host. The rest of the data remains locked on the source host and is copied to the destination host on as-needed basis. By using this approach, you can decrease the services downtime to near zero.
- *Iterative online*. During the iterative online migration, the Container memory is transferred to the destination node before the Container data is dumped into an image file. Using this type of online migration allows to attain the smallest service delay.
- *Iterative + lazy online migration*. This type of online migration combines the techniques used in both lazy and iterative migration types, i.e. some part of the Container memory is transferred to the destination host before dumping a Container, and the rest of the data is transferred on-demand after the Container has been successfully created on the target host.

On successful migration, the original Container will no longer exist on the source node. This is done in order to avoid possible conflicts that may occur if both the original and the new Containers are running at the same time. However, the original Container data will NOT be deleted from the source Hardware Node. By default, the data is kept in its original location (the Container private area) but the private area directory itself will be renamed. You can completely remove the original Container data from the source node by including the `options/remove` parameter in the request.

Example:

Performing an offline migration (type 0). The `progress` argument is set to "on" to receive the migration progress messages.

Input

```
<packet version="4.0.0" progress="on">
  <target>relocator</target>
  <data>
    <relocator>
      <migrate_v2v>
        <eid_list>
        <eid>7f48741a-fa54-45eb-85e6-aee8bc4abfb7</eid>
        </eid_list>
        <options>
          <force/>
```

```
          <nostart/>
          <type>0</type>
        </options>
        <dst>
          <protocol>TCP</protocol>
          <address>pivlev.sw.ru</address>
          <login>
            <name>cm9vdA==</name>
            <realm>00000000-0000-0000-0000-000000000000</realm>
          </login>
          <password>MXEydzNl</password>
          <port>4433</port>
        </dst>
      </migrate_v2v>
    </relocator>
  </data>
</packet>
```

Output

The following is an example of a progress message received during the migration process:

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/progress_event"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2010-11-29T12:37:02+0000" id="23c4cf39d37t4dc8r4c4">
<origin>relocator</origin> <target>vzclient47-a91bcfea-3de2-ba43-859a-
26f58f14706e</target>
<dst>
<director>gend</director>
</dst>
<data>
<progress>
<op>relocator.migrate_v2v</op>
<message xsi:type="ns3:infoType">
<message>T3BlcmF0aW9uIHdpdGggdGhlIENvbnRhaW5lciAlZW52JSBpcyAlc3RhdHVzJQ==</message>
<name></name>
<translate/>
<parameter>
<message>JXRpdGxlJQ==</message>
<name>env</name>
<translate/>
<parameter>
<message>N2Y0ODc0MWEtZmE1NC00NWViLTg1ZTYtYWVlOGJjNGFiZmI3</message>
<name>eid</name>
<translate/>
</parameter>
<parameter>
<message>Y2Nj</message>
<name>title</name>
<translate/>
</parameter>
<parameter>
<message>dmlydHVvenpv</message>
<name>type</name>
<translate/>
</parameter>
</parameter>
<parameter>
```

```
<message>cmVsb2NhdG9yLm1pZ3JhdGVfdjJ2</message>
<name>op_name</name>
</parameter>
<parameter>
<message>JXRpdGxlJQ==</message>
<name>source_env</name>
<translate/>
<parameter>
<message>YTkxYmNmZWEtM2RlMi1iYTQzLTg1OWEtMjZmNThmMTQ3MDZl</message>
<name>eid</name>
<translate/>
</parameter>
<parameter>
<message>dG1hcmtpbi5zdy5ydQ==</message>
<name>title</name>
<translate/>
</parameter>
<parameter>
<message>Z2VuZXJpYw==</message>
<name>type</name>
<translate/>
</parameter>
</parameter>
<parameter>
<message>c3RhcnRlZA==</message>
<name>status</name>
<translate/>
</parameter>
</message>
<status>1</status>
<eid_list>
<eid>7f48741a-fa54-45eb-85e6-aee8bc4abfb7</eid>
</eid_list>
</progress>
</data>
<src>
<director>gend</director>
</src>
</packet>


    <!-- The rest of the output is omitted for brevity -->


<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/progress_event"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2010-11-29T12:37:36+0000" id="23c4cf39d37t4dc8r4c4">
<origin>relocator</origin> <target>vzclient47-a91bcfea-3de2-ba43-859a-
26f58f14706e</target>
<dst>
<director>gend</director>
</dst>
<data>
<progress>
<op>relocator.migrate_v2v</op>
<message xsi:type="ns3:infoType">
<message>T3BlcmF0aW9uIHdpdGggdGhlIENvbnRhaW5lciAlZW52JSBpcyAlc3RhdHVzJSBzdWNjZXNzZnVsbH
ku</message>
```

```
<name></name>
<translate/>
<parameter>
<message>JXRpdGxlJQ==</message>
<name>env</name>
<translate/>
<parameter>
<message>N2Y0ODc0MWEtZmE1NC00NWViLTg1ZTYtYWVlOGJjNGFiZmI3</message>
<name>eid</name>
<translate/>
</parameter>
<parameter>
<message>N2Y0ODc0MWEtZmE1NC00NWViLTg1ZTYtYWVlOGJjNGFiZmI3</message>
<name>title</name>
<translate/>
</parameter>
</parameter>
<parameter>
<message>cmVsb2NhdG9yLm1pZ3JhdGVfdjJ2</message>
<name>op_name</name>
</parameter>
<parameter>
<message>JXRpdGxlJQ==</message>
<name>source_env</name>
<translate/>
<parameter>
<message>YTkxYmNmZWEtM2RlMi1iYTQzLTg1OWEtMjZmNThmMTQ3MDZl</message>
<name>eid</name>
<translate/>
</parameter>
<parameter>
<message>dG1hcmtpbi5zdy5ydQ==</message>
<name>title</name>
<translate/>
</parameter>
<parameter>
<message>Z2VuZXJpYw==</message>
<name>type</name>
<translate/>
</parameter>
</parameter>
<parameter>
<message>ZmluaXNoZWQ=</message>
<name>status</name>
<translate/>
</parameter>
</message>
<percent>100</percent>
<status>3</status>
<eid_list>
<eid>7f48741a-fa54-45eb-85e6-aee8bc4abfb7</eid>
</eid_list>
</progress>
</data>
<src>
<director>gend</director>
</src>
</packet>
```

migrate_v2p

Summary:

Migrates a Virtuozzo Container to a physical server.

Request specification:

Name	Min/Max	Type	Description
`migrate_v2p`	`1..1`		
`{`			
`options`	`0..1`	`v2p_migrate_optionsType` (p. 344)	Migration options.
`eid`	`1..1`	`eid_type` (p. 29)	The Server ID of the source Virtuozzo Container.
`dst`	`1..1`	`connection_infoType` (p. 34)	Destination physical server connection information.
`}`			

Returns:

OK/Error

Example:

```
<packet version="4.0.0">
  <target>vzarelocator</target>
  <data>
    <vzarelocator>
      <migrate_v2p>
        <eid>9bafbeb7-85f7-499e-a210-40e00850a5f3</eid>
        <dst>
          <protocol>TCP</protocol>
          <address>192.168.0.64</address>
          <login>
            <name>root</name>
            <realm>00000000-0000-0000-0000-000000000000</realm>
          </login>
          <password>bXlwYXNz</password>
        </dst>
      </migrate_v2v>
    </vzarelocator>
  </data>
</packet>
```

calc_env_config

Summary:

Calculates Virtuozzo Container configuration parameters for P2V migration.

Request specification:

Name	Min/Max	Type	Description
`calc_env_config`	`1..1`	none	

Returns:

Name	Min/Max	Type	Description
`config`	`1..1`	`env_configType`	Calculated configuration data.
`hw_notes`	`1..1`	`hw_notesType` (p. 344)	Miscellaneous information.

Description:

The `calc_env_config` call is used prior to migrating a physical server to a Virtuozzo Container. The call calculates the target Container configuration based on the source physical server parameters. The resulting configuration is then passed to the `migrate_p2v` call (p. 345).

The call must be processed on the source physical server that you want to migrate to a Virtuozzo Container. In order to do that, you first have to distribute the necessary Agent components to the physical server using the `system/distribute` call (p. 581). After that, connect to the Agent that you just distributed and execute the `calc_env_config` call to calculate the Container configuration. Please note that the call works only on non-Virtuozzo servers on which Agent core was installed using the `system/distribute` call (p. 581). It will not work on servers hosting Virtuozzo Containers and running a full version of Parallels Agent software.

Example:

Input

```
<packet version="4.0.0">
  <target>vzarelocator</target>
  <data>
    <vzarelocator>
      <calc_env_config/>
    </vzarelocator>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzarelocator"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="bc4677c76at3d6crc2c"
time="2007-06-19T15:38:15+0000" priority="0" version="4.0.0">
<ns1:origin>vzarelocator</ns1:origin>
<ns1:target>vzclient3-c613d7dc-d122-f04f-98f5-815aea54456f</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzarelocator>
    <ns2:config xsi:type="ns3:venv_configType">
      <ns4:qos>
        <ns4:id>avnumproc</ns4:id>
        <ns4:hard>93</ns4:hard>
        <ns4:soft>93</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>cpuunits</ns4:id>
        <ns4:hard>1000</ns4:hard>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>dcachesize</ns4:id>
        <ns4:hard>1257062</ns4:hard>
        <ns4:soft>1257062</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>dgramrcvbuf</ns4:id>
        <ns4:hard>132096</ns4:hard>
        <ns4:soft>132096</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>diskinodes</ns4:id>
        <ns4:hard>69402</ns4:hard>
        <ns4:soft>63093</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>diskspace</ns4:id>
        <ns4:hard>2250937</ns4:hard>
        <ns4:soft>2046307</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>kmemsize</ns4:id>
        <ns4:hard>7668080</ns4:hard>
        <ns4:soft>7668080</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>lockedpages</ns4:id>
        <ns4:hard>1260</ns4:hard>
        <ns4:soft>1260</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numfile</ns4:id>
        <ns4:hard>2976</ns4:hard>
        <ns4:soft>2976</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numflock</ns4:id>
```

```
        <ns4:hard>110</ns4:hard>
        <ns4:soft>100</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numiptent</ns4:id>
        <ns4:hard>128</ns4:hard>
        <ns4:soft>128</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numothersock</ns4:id>
        <ns4:hard>93</ns4:hard>
        <ns4:soft>93</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numproc</ns4:id>
        <ns4:hard>93</ns4:hard>
        <ns4:soft>93</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numpty</ns4:id>
        <ns4:hard>255</ns4:hard>
        <ns4:soft>255</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numsiginfo</ns4:id>
        <ns4:hard>256</ns4:hard>
        <ns4:soft>256</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>numtcpsock</ns4:id>
        <ns4:hard>80</ns4:hard>
        <ns4:soft>80</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>oomguarpages</ns4:id>
        <ns4:hard>2147483647</ns4:hard>
        <ns4:soft>0</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>othersockbuf</ns4:id>
        <ns4:hard>370176</ns4:hard>
        <ns4:soft>132096</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>physpages</ns4:id>
        <ns4:hard>2147483647</ns4:hard>
        <ns4:soft>0</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>privvmpages</ns4:id>
        <ns4:hard>27033</ns4:hard>
        <ns4:soft>22528</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>quotatime</ns4:id>
        <ns4:hard>0</ns4:hard>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>quotaugidlimit</ns4:id>
        <ns4:hard>1024</ns4:hard>
      </ns4:qos>
```

```
      <ns4:qos>
        <ns4:id>shmpages</ns4:id>
        <ns4:hard>8192</ns4:hard>
        <ns4:soft>8192</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>tcprcvbuf</ns4:id>
        <ns4:hard>270336</ns4:hard>
        <ns4:soft>65536</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>tcpsndbuf</ns4:id>
        <ns4:hard>270336</ns4:hard>
        <ns4:soft>65536</ns4:soft>
      </ns4:qos>
      <ns4:qos>
        <ns4:id>vmguarpages</ns4:id>
        <ns4:hard>2147483647</ns4:hard>
        <ns4:soft>0</ns4:soft>
      </ns4:qos>
      <ns3:distribution>
        <ns3:version>5</ns3:version>
        <ns3:name>rhel</ns3:name>
      </ns3:distribution>
      <ns4:address>
        <ns4:ip>192.168.0.188</ns4:ip>
      </ns4:address>
      <ns4:hostname>dhcp0-188.sw.ru</ns4:hostname>
      <ns4:search_domain>sw.ru</ns4:search_domain>
      <ns4:nameserver>192.168.1.1</ns4:nameserver>
    </ns2:config>
    <ns2:hw_notes xsi:type="ns2:hw_notesType">
      <ns2:exclude>
        <ns2:path>L2Rldi9wdHMvKg==</ns2:path>
        <ns2:discardable>0</ns2:discardable>
      </ns2:exclude>
      <ns2:exclude>
        <ns2:path>L2Rldi9zaG0vKg==</ns2:path>
        <ns2:discardable>0</ns2:discardable>
      </ns2:exclude>
      <ns2:exclude>
        <ns2:path>L3Byb2MvKg==</ns2:path>
        <ns2:discardable>0</ns2:discardable>
      </ns2:exclude>
      <ns2:exclude>
        <ns2:path>L3N5cy8q</ns2:path>
        <ns2:discardable>0</ns2:discardable>
      </ns2:exclude>
      <ns2:exclude>
        <ns2:path>L3Zhci9saWIvbmZzL3JwY19waXBlZnMvKg==</ns2:path>
        <ns2:discardable>0</ns2:discardable>
      </ns2:exclude>
    </ns2:hw_notes>
  </ns2:vzarelocator>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

move

Summary:

Allows to change a Virtuozzo-level Container ID and the location of the Container data on the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`move`	`1..1`		
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID of the source Virtuozzo Container.
`config`	`1..1`	`env_configType` (p. 37)	Use this element to set the new Virtuozzo-level Container ID and/or the new root and private area directories. You cannot modify any other parameters provided in the config structure. The `move` call allows to modify just the Container ID (veid) and the data locations. All other configuration parameters will be ignored.
`}`			

Returns:

OK/Error

Description:

This call provides a simple way of changing the Container ID, the locations of the Container private area directory, and the Container root directory. The pathnames of the private area and root directories by default include the Container ID, e.g. `/vz/root/205` (205 here is the Virtuozzo-level Container ID). Although the actual names of these directories do not directly affect the Container operations, you should still change them (for consistency reasons) if you are changing the ID of a Virtuozzo Container. Please note that the Server ID (globally unique ID) of the Container will also change after any of the modifications performed by this call.

Example:

```
<packet xmlns:ns4="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzarelocator</target>
  <data>
    <vzarelocator>
      <move>
        <eid>a8a73d01-2969-6b48-9544-5cbf6ea7c554</eid>
        <config xsi:type="ns4:venv_configType">
          <veid>205</veid>
```

```
          <ve_root>/vz/root/205</ve_root>
          <ve_private>/vz/private/205</ve_private>
        </config>
      </move>
    </vzarelocator>
  </data>
</packet>
```

clone

Summary:

Creates the specified number of exact copies of the specified Virtuozzo Container on the same Hardware Node.

Request specification:

Name	Min/Max	Type	Description
clone	1..1		
{			
eid	1..1	eid_type (p. 29)	The ID of the Container to clone.
count	1..1	int	The number of copies to create.
options	0..1	clone_optionsType (p. 340)	Cloning options.
}			

Returns:

Name	Min/Max	Type	Description
eid_list	1..1	eid_listType (p. 36)	A list containing the Server IDs of the created Containers.

Description:

In general, you can clone a running or a stopped Container. If, for any reason, a running Container cannot be cloned, you will receive an error message advising you to stop the Container first.

Example:

The following example creates three copies of the specified Container.

Input

```
<packet xmlns:ns4="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:ns5="http://www.swsoft.com/webservices/vza/4.0.0/vzarelocator"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzarelocator</target>
  <data>
    <vzarelocator>
      <clone>
        <eid>642e422d-94e8-5a4b-8a58-805f539ffb6e</eid>
        <count>3</count>
        <options xsi:type="ns5:clone_optionsType">
          <config xsi:type="ns4:venv_configType">
            <ve_root>/vz/root/$VEID</ve_root>
            <ve_private>/vz/private/$VEID</ve_private>
          </config>
          <veid>500</veid>
          <veid>501</veid>
          <veid>502</veid>
```

```
        </options>
      </clone>
    </vzarelocator>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzarelocator"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="6cc4656b607t5f49rd64"
time="2007-05-22T15:00:31+0000" priority="4000" version="4.0.0">
<ns1:origin>vzarelocator</ns1:origin>
<ns1:target>vzclient17-1df4b04e-0d55-f246-b718-89bbc62fd371</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzarelocator>
    <ns2:eid_list>
      <ns2:eid>c92e5d4d-6c2f-6746-a8f5-802e954f8412</ns2:eid>
      <ns2:eid>466cf488-0f95-8240-be7a-d005bcbc47ed</ns2:eid>
      <ns2:eid>14b9b439-16f6-eb46-9d19-4b8939a22f78</ns2:eid>
    </ns2:eid_list>
  </ns2:vzarelocator>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

networkm

Purpose:

The `networkm` is a base network device management interface. The interface provides base functionality for managing network devices on the Hardware Node. The devices include network interfaces, network bridges, VLAN (virtual local area network) adapters. Supported virtualization technologies have their own network management interfaces, which are derived from the `networkm` interface.

Note: At the time of this writing, the only supported virtualization technology is Virtuozzo Containers.

Derived interfaces:

`vzanetworkm` (p. 661)

Types

net_vlanType

Summary:

Contains information about a VLAN adapter on the Hardware Node.

Type specification:

Extends `net_deviceType` (p. 53)

Adds the following elements:

Name	Min/Max	Type	Description
`vlan_id`	`1..1`	`string`	VLAN adapter ID (also called VLAN ID). The ID is used to identify a VLAN on the Hardware Node.
`base_device_id`	`1..1`	`string`	The name of the Physical network adapter this VLAN adapter is bound to.
`mac_address`	`0..1`	`string`	This is a read-only field. Contains the adapter's MAC address.

net_bridgeType

Summary:

Contains information about a network bridge on the Hardware Node.

Type specification:

Extends `net_deviceType` (p. 53)

The type has no additional elements.

Calls

Call	Description
add (p. 366)	Adds a network device.
list (p. 372)	Lists available network devices.
set (p. 378)	Sets network device parameters.
del (p. 383)	Removes a network device.

add

This call is available on Linux only.

Summary:

Adds a network device.

Request specification:

Name	Min/Max	Type	Description
`add`			
`{`			
`net_device`	`1..1`	`net_deviceType` (p. 53)	Network device information. Use the appropriate subtype of the `net_deviceType` (p. 53) based on the type of the device that you would like to add.
`}`			

Returns:

Name	Min/Max	Type	Description
net_device	0..[]	net_deviceType (p. 53)	Information about the newly created device.

Description:

To manage network devices for Virtuozzo-based systems, use the implementation of this call in the vzaenvm interface (p. 633).

This call allows to do the following:

- Create a network bridge on the Hardware Node.
- Add a VLAN adapter to the Hardware Node and connect it to a network bridge (to plug a physical network adapter into a bridge, use the set call (p. 378)).

Depending on the type of operation, use the appropriate subtype of the net_deviceType (p. 53) when populating the net_device parameter structure. For example, when adding a VLAN adapter, use net_vlanType (p. 365); when adding a network bridge, use net_bridgeType (p. 365).

Creating a network bridge on the Hardware Node.

Before you can connect a virtual network adapter inside a Container to a physical or a virtual LAN, you first have to create a network bridge on the Hardware Node. The bridge will act as a binding interface between the adapter inside a Container and a physical or VLAN adapter on the Hardware Node.

To create a VLAN adapter, use `net_bridgeType` (p. 365) as the data type for the `net_device` element. The following explains how to populate the structure parameters:

`id` -- a unique name that you would like to use for the new bridge.

`network_id` -- a unique name identifying the Virtuozzo virtual network associated with this bridge. Again, you can use any name you prefer (e.g. `vznet1`). You will use this ID later to attach LAN/VLAN adapters and virtual network interfaces inside Containers to the bridge.

The `ip_address` and `dhcp` parameters are optional.

Example:

The following example shows how to create a bridge.

We use `vzbridge5` as the bridge name, and `vznet5` as the network ID.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <add>
        <net_device xsi:type="ns2:net_bridgeType">
          <ns2:id>vzbridge5</ns2:id>
          <ns2:network_id>dnpuZXQ1</ns2:network_id>
        </net_device>
      </add>
    </vzanetworkm>
  </data>
</packet>
```

Output

The output contains the information about the created network bridge, which indicates that the bridge was created successfully.

```
<ns1:packet xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="14c45c07df5t7e87rd5c"
time="2007-01-31T09:14:17+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
```

```
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Adding a VLAN adapter to the Hardware Node.

To create a VLAN adapter, use `net_vlanType` (p. 365) as the data type for the `net_device` element. The following explains how to populate the structure parameters.

Mandatory input parameters:

`vlan_id` -- the VLAN adapter ID. The ID is an arbitrary number that must be unique on this Hardware Node. The call will automatically generate a unique name for this adapter using this number. For example, if you specify `5` and attach the adapter to the `eth0` physical network adapter, the name of the VLAN adapter will be `eth0.5`. The name will be returned to the caller via the `id` element of the return structure.

`base_device_id` -- the name of the physical network adapter to attach the VLAN adapter to. This can be any physical network interface card installed on the Hardware Node. This association becomes permanent once the VLAN adapter is created. If later you decide to attach a VLAN adapter to a different physical adapter, you will have to delete and recreate it using the desired settings.

Optional input parameters:

`ip_address` -- assign an IP address (or multiple addresses) to the VLAN adapter if you would like the computers connected to it to be accessible from other networks.

`dhcp` -- a DHCP flag. Include this element in the request if you would like the VLAN adapter to receive the IP address through DHCP.

`network_id` -- Virtuozzo virtual network ID. Use this parameters if you would like to attach this VLAN adapter to a network bridge. A unique network ID is assigned to every Virtuozzo network bridge (see **Creating a network bridge on the Hardware Node** above).

Example:

The following example shows how to add a VLAN adapter to the Hardware Node running Linux OS. In the example, we are setting the device ID to 5, associating the VLAN adapter with the `eth1` physical network adapter, and attaching the adapter to the `vzbridge5` network bridge that we created earlier.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <add>
        <net_device xsi:type="ns2:net_vlanType">
          <ns2:vlan_id>5</ns2:vlan_id>
          <ns2:base_device_id>eth1</ns2:base_device_id>
          <ns2:network_id>dnpuZXQ1</ns2:network_id>
        </net_device>
      </add>
```

```
    </vzanetworkm>
  </data>
</packet>
```

Output

The output contains the information about the created VLAN adapter, including the ID that was generated automatically. In this case, the ID is `eth1.5`. As you can see, the ID is composed of the name of the physical interface this VLAN adapter is attached to (i.e. `eth1`) and the `vlan_id` that we specified in the request (i.e. `5`).

As a result, we have a new VLAN adapter created, and plugged into a network bridge. If you have virtual network adapters inside Containers connected to the bridge, they now have access to the VLAN adapter. If you don't have any virtual adapters connected to the bridge, or if you want to connect more, you may connect them at any time now.

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="15c45c0814bt390crd5c"
time="2007-01-31T09:25:44+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_vlanType">
      <ns4:id>eth1.5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
      <ns3:vlan_id>5</ns3:vlan_id>
      <ns3:base_device_id>eth1</ns3:base_device_id>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

list

Summary:

Lists available network devices.

Request specification:

Name	Min/Max	Type	Description
`list`			
`{`			
`net_device`	`0..[]`	`net_deviceType` (p. 53)	Used as a filter. Allows to search for a particular devices. To list all available devices, omit the element.
`}`			

Returns:

Name	Min/Max	Type	Description
`net_device`	`0..[]`	`net_deviceType` (p. 53)	A list of devices according to the specified criteria.

Description:

To manage network devices for Virtuozzo-based systems, use the implementation of this call in the `vzaenvm` interface (p. 633).

The call retrieves a list of network devices installed on the Hardware Node, including physical network adapters, VLAN adapters, and network bridges. To retrieve a complete list of all available network devices, include the empty `net_device` element. To retrieve the devices of a particular type, the devices belonging to a specific network, or a particular device by its ID or IP address, use the `net_device` input parameter to compose a filter.

Since Virtuozzo Containers doesn't support Virtuozzo VLAN adapters on Windows, most of the filter options are not used.

The following examples demonstrate how to compose a filter for the most common criteria, but you can filter on any of the fields of the input structure. Depending on the device type, use the appropriate subtype of the `net_deviceType` (p. 53) for the `net_device` input parameter.

Example 1:

To retrieve a list of all VLAN network adapters, specify the `net_vlanType` (p. 365) as the data type of the `net_device` element.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
```

```
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <list>
        <net_device xsi:type="ns2:net_vlanType"/>
      </list>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="17c45c08851t99rd5c"
time="2007-01-31T09:49:09+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_vlanType">
      <ns4:id>eth1.1</ns4:id>
      <ns3:vlan_id>1</ns3:vlan_id>
      <ns3:base_device_id>eth1</ns3:base_device_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_vlanType">
      <ns4:id>eth1.2</ns4:id>
      <ns4:network_id>dnpuZXQz</ns4:network_id>
      <ns3:vlan_id>2</ns3:vlan_id>
      <ns3:base_device_id>eth1</ns3:base_device_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_vlanType">
      <ns4:id>eth1.5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
      <ns3:vlan_id>5</ns3:vlan_id>
      <ns3:base_device_id>eth1</ns3:base_device_id>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 2

To retrieve a list of all network bridges, specify the `net_bridgeType` (p. 365) as the data type of the `net_device` element.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
```

```
    <vzanetworkm>
      <list>
        <net_device xsi:type="ns2:net_bridgeType"/>
      </list>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="18c45c0895dt124rd5c"
time="2007-01-31T09:52:44+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge1</ns4:id>
      <ns4:network_id>vznetw==</ns4:network_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge2</ns4:id>
      <ns4:network_id>dnpuZXQx</ns4:network_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge3</ns4:id>
      <ns4:network_id>dnpuZXQz</ns4:network_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 3

Retrieving all devices belonging to the specified network ID.

Input

```
<packet version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <list>
        <net_device>
          <network_id>dnpuZXQ1</network_id>
        </net_device>
```

```
      </list>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="19c45c08a1bt305erd5c"
time="2007-01-31T09:55:15+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient4</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_bridgeType">
      <ns4:id>vzbridge5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_vlanType">
      <ns4:id>eth1.5</ns4:id>
      <ns4:network_id>dnpuZXQ1</ns4:network_id>
      <ns3:vlan_id>5</ns3:vlan_id>
      <ns3:base_device_id>eth1</ns3:base_device_id>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 4

To retrieve the list of the installed physical network adapters, specify the `net_nicType` (p. 54) as the data type of the `net_device` element.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <list>
        <net_device xsi:type="ns2:net_nicType"/>
      </list>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="22c45c76508t74dree0"
time="2007-02-04T08:37:28+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_nicType">
      <ns3:id>eth0</ns3:id>
      <ns3:ip_address>
        <ns3:netmask>255.255.252.0</ns3:netmask>
        <ns3:ip>192.168.0.250</ns3:ip>
      </ns3:ip_address>
      <ns3:network_id>dnpuZXQ1</ns3:network_id>
      <ns3:mac_address>00:0c:29:60:4c:7f</ns3:mac_address>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_nicType">
      <ns3:id>eth1</ns3:id>
      <ns3:ip_address>
        <ns3:netmask>255.255.255.0</ns3:netmask>
        <ns3:ip>192.168.12.133</ns3:ip>
      </ns3:ip_address>
      <ns3:mac_address>00:0c:29:60:4c:89</ns3:mac_address>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 5

Retrieving a list of all available network devices.

Input

```
<packet version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <list>
        <net_device/>
      </list>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="39c45c84c6bt260dree0"
time="2007-02-06T09:39:51+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient9</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:net_device xsi:type="ns3:net_nicType">
      <ns3:id>AMD PCNET Family PCI Ethernet Adapter #2</ns3:id>
      <ns3:mac_address>00:0c:29:23:76:30</ns3:mac_address>
    </ns2:net_device>
    <ns2:net_device xsi:type="ns3:net_nicType">
      <ns3:id>AMD PCNET Family PCI Ethernet Adapter - SWSoft network bridge</ns3:id>
      <ns3:mac_address>00:0c:29:23:76:26</ns3:mac_address>
    </ns2:net_device>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

set

Summary:

Modifies the network device parameters.

Request specification:

Name	Min/Max	Type	Description
`set`			
`{`			
`net_device`	`1..1`	`net_deviceType` (p. 53)	The new device information.
`}`			

Returns:

OK/Error.

Description:

To manage network devices for Virtuozzo-based systems, use the implementation of this call in the `vzaenvm` interface (p. 633).

On Linux, the call allows to perform the following tasks:

- Attach/detach a LAN or VLAN adapter to/from a network bridge.
- Add/remove an IP address to/from a VLAN adapter.
- Set a VLAN adapter to use DHCP.

On Windows, the call allows to perform the following tasks:

- Assign a Virtuozzo virtual network ID to a physical network adapter or to a non-Virtuozzo virtual network.

Attaching/detaching LAN/VLAN adapters to/from a network bridge.

Available on Linux only.

First, create a network bridge (if you haven't done so already) using the `add` call (p. 366).

Use `net_vlanType` (p. 365) as a data type for the `net_device` element. To attach an adapter to a bridge, populate the following input parameters:

`id` -- the name of a physical LAN or VLAN adapter that you would like to plug into the bridge (e.g. `eth0`, `eth1.5`).

`network_id` -- a Virtuozzo virtual network ID that you would like to attach the network adapter to. If an adapter is already connected to a bridge and you pass a different network ID, the adapter will be disconnected from the old bridge and connected to the new bridge. To detach an adapter from a bridge, leave the `network_id` element empty.

`vlan_id` -- the VLAN adapter ID. When attaching/detaching a physical network adapter, leave the element empty (but still include it because it is mandatory according to the schema).

`base_device_id` -- the name of the physical network adapter with which the VLAN adapter is associated. When attaching/detaching a physical adapter, leave the element empty.

Example:

Connecting the physical network adapter `eht0` to the bridge `vznet6`.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <set>
        <net_device xsi:type="ns2:net_vlanType">
          <ns2:id>eth0</ns2:id>
          <ns2:network_id>dnpuZXQ2</ns2:network_id>
          <ns2:vlan_id/>
          <ns2:base_device_id/>
        </net_device>
      </set>
    </vzanetworkm>
  </data>
</packet>
```

Example 2

Connecting the VLAN adapter `eth1.5` to the bridge `vznet6`.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
```

```
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <set>
        <net_device xsi:type="ns2:net_vlanType">
          <ns2:id>eth1.5</ns2:id>
          <ns2:network_id>dnpuZXQ2</ns2:network_id>
          <ns2:vlan_id>5</ns2:vlan_id>
          <ns2:base_device_id>eth1</ns2:base_device_id>
        </net_device>
      </set>
    </vzanetworkm>
  </data>
</packet>
```

Adding and removing an IP address to/from a VLAN adapter.

Available on Linux only.

If you include the `ip_address` element in this call, all existing IP addresses are deleted from the adapter first and then the specified addresses are added. To add an IP address, first retrieve the existing IP addresses using the `list` call and then compose the `ip_address` element to contain the existing and the new addresses (exclude the exciting IP addresses that you want to be removed from the adapter's configuration).

Assigning a Virtuozzo virtual network ID to a physical network adapter or to a non-Virtuozzo virtual network.

Available in Windows only.

Before you can set a virtual ethernet adapter inside a Container to use a specific physical network adapter or a non-Virtuozzo virtual network, you have to assign a Virtuozzo virtual network ID to that adapter or a network.

To retrieve the list of the available physical adapters and non-Virtuozzo virtual networks, use the `list` call (p. 372).

For the information on creating virtual adapters inside Virtuozzo Containers, see `net_vethType` (p. 622).

Example:

Assigning a network ID `vznet1` to the physical adapter `AMD PCNET Family PCI Ethernet Adapter #2`.

Input

```
<ns1:packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="32c45c847e6t63cbree0"
time="2007-02-06T09:20:34+0000" priority="0" version="4.0.0">
  <ns1:target>vzanetworkm</ns1:target>
  <ns1:data>
    <ns2:vzanetworkm>
      <ns2:set>
        <ns2:net_device xsi:type="ns3:net_nicType">
          <ns3:id>AMD PCNET Family PCI Ethernet Adapter #2</ns3:id>
          <ns3:network_id>dnpuZXQx</ns3:network_id>
        </ns2:net_device>
      </ns2:set>
    </ns2:vzanetworkm>
  </ns1:data>
</ns1:packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="38c45c84aeft2213ree0"
time="2007-02-06T09:33:31+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient9</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns1:ok/>
  </ns2:vzanetworkm>
</ns1:data>
```

```
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

del

Summary:

Removes a device.

Request specification:

Name	Min/Max	Type	Description
`del`			
`{`			
`net_device`	`1..1`	`net_deviceType` (p. 53)	Device to remove.
`}`			

Returns:

OK/Error.

Description:

To manage network devices for Virtuozzo-based systems, use the implementation of this call in the `vzaenvm` interface (p. 633).

The call allows to remove VLAN adapters and network bridges from the Hardware Node that were added to it using the `add` call (p. 366) or the Virtuozzo `vznetcfg` command-line utility. To delete a device, specify its ID using the `id` element of the input structure. When deleting a VLAN adapter, use `net_vlanType` (p. 365) as a data type for the `net_device` input parameter. When deleting a bridge, use `net_bridgeType` (p. 365).

If a bridge has LAN or VLAN adapters plugged into it, the adapters will be disconnected from it and then the bridge will be deleted.

To retrieve a list of network devices from the Hardware Node, use the `list` call (p. 372).

Example 1:

Removing the `eth1.5` VLAN adapter.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <del>
        <net_device xsi:type="ns2:net_vlanType">
          <ns2:id>eth1.5</ns2:id>
        </net_device>
      </del>
    </vzanetworkm>
```

```
  </data>
</packet>
```

Example 2:

Removing the `vzbridge5` network bridge.

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/networkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <del>
        <net_device xsi:type="ns2:net_bridgeType">
          <ns2:id>vzbridge5</ns2:id>
        </net_device>
      </del>
    </vzanetworkm>
  </data>
</packet>
```

op_log

Purpose:

The operations log management interface. Provides access to the Agent history database.

Agent has a history database which is used for storing information about its operations on the Hardware Node or Virtuozzo Containers. To start the logging of an operation, you must specify the `log="on"` argument in the request message header. Once you initiate the logging, it will continue even if your client program disconnects from Agent. This, for example, allows you to start an operation, disconnect from the system, and review the results of the operation (including the intermediate results) later.

The logging is not available for all operations. In general, the operations that make any kind of modifications or additions (as opposed to the ones that simply retrieve the data) can be logged. The operations that normally take a long time to complete (such as backup for instance) can usually also be logged. The API calls that initiate an operation that support logging are marked in this guide using the *Logged Operation* annotation in the beginning of the section describing the call.

Calls

Call	Description
get_ops (p. 385)	Retrieves the information from a history database about currently running or completed operations.
put_ops (p. 388)	Saves a progress message into the Agent history database.

get_ops

Summary:

Retrieves information from the history database about currently running or completed operations.

Request specification:

Name	Min/Max	Type	Description
`get_ops`			
`{`			
`eid`	`0..1`	`eid_type` (p. 29)	Server ID. If omitted, reports operations for all known servers.
`status`	`0..1`	`none`	If this element is included, only the initial progress message is returned for each operation along with the current status of the operation.
`current`	`0..1`	`none`	If this element is included, only the operations that are currently in progress are reported (just the initial progress message for each operation).
`op`	`0..1`	`string`	The name of the operation to get the report for. The name is comprised of the interface name and the call name separated by the dot character. For example, the name of the operation that creates a Virtuozzo Container is `vzaenvm.create`
`id`	`0..1`	`string`	The initial packet ID to get the report for.
`start_time`	`0..1`	`datetime_type`	Start time of the log.
`end_time`	`0..1`	`datetime_type`	End time of the log.
`records`	`0..1`	`int`	The number of records to retrieve. The records will be presented chronologically beginning with the most recent entry going back through time.
`parent_id`	`0..1`	`none`	Some operations are initiated not by the user directly but automatically by another (parent) operation. If this element is included, the parent operation ID for such operations will also be retrieved.
`}`			

Returns:

Name	Min/Max	Type	Description
progress	0..[]	progress_eventType (p. 618)	Progress information.

Example:

Input

```
<packet version="4.0.0">
  <target>op_log</target>
  <data>
    <op_log>
      <get_ops>
        <status/>
        <records>10</records>
      </get_ops>
    </op_log>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/op_log"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3dc45f68aa5tbdbrdfc"
time="2007-03-11T06:04:56+0000" priority="0" version="4.0.0">
<ns1:origin>op_log</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
  <ns2:op_log>
    <ns2:progress>
      <ns2:id>13c45eee115t153crdfc</ns2:id>
      <ns2:op>vzaenvm.create</ns2:op>
      <ns2:message>
        <ns2:message>T3BlcmF0aW9uICVvcF9uYW1lJSBpcyAlc3RhdHVzJQ==</ns2:message>
        <ns2:name></ns2:name>
        <ns2:translate/>
        <ns2:parameter>
          <ns2:message>Y3JlYXRl</ns2:message>
          <ns2:name>op_name</ns2:name>
        </ns2:parameter>
        <ns2:parameter>
          <ns2:message>c3RhcnRlZA==</ns2:message>
          <ns2:name>status</ns2:name>
          <ns2:translate/>
        </ns2:parameter>
      </ns2:message>
      <ns2:status>3</ns2:status>
      <ns2:time>2007-03-07T11:44:21+0000</ns2:time>
    </ns2:progress>
    <ns2:progress>
      <ns2:id>11c45eee0cat2ea6rdfc</ns2:id>
      <ns2:op>vzaenvm.create</ns2:op>
      <ns2:message>
        <ns2:message>T3BlcmF0aW9uICVvcF9uYW1lJSBpcyAlc3RhdHVzJQ==</ns2:message>
        <ns2:name></ns2:name>
        <ns2:translate/>
```

```
        <ns2:parameter>
          <ns2:message>Y3JlYXRl</ns2:message>
          <ns2:name>op_name</ns2:name>
        </ns2:parameter>
        <ns2:parameter>
          <ns2:message>c3RhcnRlZA==</ns2:message>
          <ns2:name>status</ns2:name>
          <ns2:translate/>
        </ns2:parameter>
      </ns2:message>
      <ns2:status>4</ns2:status>
      <ns2:time>2007-03-07T11:43:31+0000</ns2:time>
    </ns2:progress>
  </ns2:op_log>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

put_ops

Summary:

Saves a progress message into the Agent history database.

Request specification:

Name	Min/Max	Type	Description
put_ops			
{			
progress	1..[]	progress_eventType (p. 618)	Progress data.
}			

Returns:

OK/Errors.

Description:

If you've received a progress message in real time from the operation that is not currently being logged in the history database, you can still save the message in the database manually using the put_ops call.

Example:

```
<packet version="4.0.0">
<target>op_log</target>
<data>
  <put_ops>
    <progress>
      <id>13c45eee115t153crdfc</id>
      <op>vzaenvm.create</op>
      <message>
        <message>T3BlcmF0aW9uICVvcF9uYW1lJSBpcyAlc3RhdHVzJQ==</message>
        <name></name>
        <translate/>
        <parameter>
          <message>Y3JlYXRl</message>
          <name>op_name</name>
        </parameter>
        <parameter>
          <message>c3RhcnRlZA==</message>
          <name>status</name>
          <translate/>
        </parameter>
      </message>
      <status>3</status>
      <time>2007-03-07T11:44:21+0000</time>
    </progress>
  </put_ops>
</data>
</packet>
```

perf_mon

Purpose:

The Performance Monitor interface.

Performance Monitor is an operator that allows to monitor performance of Hardware Nodes and Virtuozzo Containers. By monitoring the utilization of the system resources, you can acquire an important information about your system health. Performance Monitor can track a range of processes in real time and provide you with the results that can be used to identify current and potential problems. It can assist you with the tracking of the processes that need to be optimized, monitoring the results of the configuration changes, and identifying the resource usage bottlenecks.

The type of the resource and the aspect of the performance is specified by selecting a *class*, an *instance*, and a *counter* combination. The rest of this section explains what they are.

Performance Class is a type of the system resource that can be monitored, such as CPU, memory, disk, network. A class is identified by ID. See **Appendix A: Performance Counters** (p. 732) for a complete list of classes.

Class Instance refers to a particular device when multiple devices of the same type exist in the system. For example, your system may have multiple network interfaces or more than one hard disk drive. When monitoring a resource performance, you first have to select the appropriate class. The class alone, however, may not single out a particular resource when more than one device of the same type exist (e.g. multiple network interfaces). In such a case, you must also specify the instance that you would like to monitor. An instance is identified by the name of the device given to it by the operating system or Virtuozzo Containers. If only one instance of a resource exists, it is not necessary to supply the instance name. See **Appendix A: Performance Counters** (p. 732) provides information on how to obtain a list of instances for each class.

Performance Counters are used to measure various aspects of a performance, such as the CPU times, network rates, disk usage, etc. Each class has its own set of counters. The counter data is comprised of the current, minimum, maximum, and average values. For the complete list of performance counters see **Appendix A: Performance Counters** (p. 732).

Types

classType

Summary:

Contains performance class, instance, and counter information. See the `perf_mon` section (p. 389) for more information about classes, instances, and counters.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	The name of the class.
`instance`	`0..[]`		Class instances to monitor. If this element is omitted, the following will happen: • all of the available instances of the class will be monitored. • all of the counters from the specified class will be included in the report.
`{`			
`name`	`0..1`	`string`	Instance name.
`counter`	`0..[]`	`string`	Performance counters to include in the report. If this element is omitted, the report will contain all of the available counters from the specified class.
`}`			

Calls

Call	Description
start_monitor (p. 391)	Starts the performance monitor.
stop_monitor (p. 395)	Stops the performance monitor.
get (p. 396)	Obtains latest performance statistics for specified servers.

start_monitor

Summary:

Use the `start_monitor` call to begin collecting performance data for the specified server(s).

Request specification:

Name	Min/Max	Type	Description
`start_monitor`			
`{`			
`eid_list`	`1..1`	`eid_listType` (p. 36)	A list containing Server IDs of the servers to monitor. Supply an empty list to monitor all known servers, including the Hardware Node and all of the Virtuozzo Containers that it hosts.
`filter`	`0..1`		Server filter options.
`{`			
`type`	`0..[]`	`string`	The type of the servers to monitor: `generic` -- will monitor just the Hardware Node. `virtuozzo` -- will monitor Virtuozzo Containers only.
`}`			

`class`	`1..[]`	`classType` (p. 390)	The list of the performance classes, instances, and counters to get the data for. You have to make sure that the classes and the counters specified here are compatible with all of the servers specified in the `eid_list` element and/or the type specified in the `filter/type` element. The following rules apply when selecting classes and counters: • If the `eid_list` element contains just the Hardware Node or the `type` element is set to "generic", the classes must be of the `generic` type. • If the list contains Virtuozzo Containers only or the `type` element is set to "virtuozzo", the classes must be of the `virtuozzo` type. • If the `eid_list` element is empty and no filter is specified, you may mix classes and counters of both types -- the performance monitor will choose the correct classes and counters from the list for each server type automatically. • If you mix a Hardware Node and Virtuozzo Containers in the same list, you have to make sure that each of the specified counters is compatible with both server types (i.e. a counter with the same name exists in both `virtuozzo` and `generic` lists). Failure to do so may give you unpredictable results. Normally, we don't recommend mixing servers of different types in the same request. If you really need to get performance data for the Hardware Node and Virtuozzo Containers in one call, use the scenario where an empty `eid_list` element is used (described above).

report_period	1..1	int	Reporting period in seconds. The collected data will be sent to the client at the time intervals specified here.
collect_period	0..1	int	This parameter is not currently used.
}			

Returns:

Monitor ID. This is the first response that you will receive from Agent. You will need this ID to stop the monitor later.

Name	Min/Max	Type	Description
id	1..1	guid_type (p. 29)	Monitor ID.

The collected performance data. The data will be sent to the client at the time intervals specified in the request.

Name	Min/Max	Type	Description
data	1..[]	perf_dataType (p. 57)	Performance data.

Description:

To begin collecting performance data, select the performance classes and counters, the servers for which the data should be collected, and the time intervals at which you would like to receive performance reports. See perf_mon (p. 389) for more information on classes, instances, and counters. To stop the monitor, use the stop_monitor call (p. 395).

Example:

The following example shows how to monitor CPU usage by the specified Virtuozzo Container.

Input

```
<packet version="4.0.0">
  <target>perf_mon</target>
  <data>
    <perf_mon>
      <start_monitor>
        <eid_list>
          <eid>39f40723-b3f5-8c41-8de9-7beefd5021fe</eid>
        </eid_list>
        <class>
          <name>counters_vz_cpu</name>
          <instance>
            <counter>counter_cpu_system</counter>
          </instance>
        </class>
        <report_period>20</report_period>
      </start_monitor>
    </perf_mon>
  </data>
</packet>
```

Output

The first response that we receive from Agent contains the monitor ID. We will need this ID to stop the monitor later.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/perf_mon"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="bc470a4258t4ae1re38"
time="2007-10-08T16:35:45+0000" priority="0" version="4.0.0">
<origin>perf_mon</origin>
<target>vzclient2-ac6ab656-8558-0949-a605-f47cfc63cd9c</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <perf_mon>
    <id>e9cd9b4e-a386-9f42-84f7-4d1baae4e4b7</id>
  </perf_mon>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

The subsequent responses will contain the collected performance data.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vza/3.0.3/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="bc470a4258t4ae1re38"
time="2007-10-08T16:37:05+0000" priority="0" version="4.0.0">
<origin>perf_mon</origin>
<target>vzclient2-ac6ab656-8558-0949-a605-f47cfc63cd9c</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <perf_mon>
    <data xsi:type="ns1:perf_dataType">
      <eid>39f40723-b3f5-8c41-8de9-7beefd5021fe</eid>
      <interval xsi:type="ns2:intervalType">
        <start_time>2007-10-08T16:36:36+0000</start_time>
        <end_time>2007-10-08T16:36:56+0000</end_time>
      </interval>
      <class>
        <name>counters_vz_cpu</name>
        <instance>
          <name></name>
          <counter>
            <name>counter_cpu_system</name>
            <value>
              <avg>68</avg>
              <min>68</min>
              <max>68</max>
              <cur>68</cur>
            </value>
          </counter>
        </instance>
      </class>
    </data>
  </perf_mon>
</data>
<src>
```

```
  <director>gend</director>
</src>
</packet>
```

stop_monitor

Summary:

Stops the specified performance monitor instance.

Request specification:

Name	Min/Max	Type	Description
`stop_monitor`			
{			
`id`	`1..1`	`guid_type` (p. 29)	Monitor ID.
}			

Description:

The call stops the specified performance monitor. You receive the monitor ID from Agent when you start the monitor with the `start_monitor` call (p. 438).

Example:

```
<packet version="4.0.0" id="2">
  <target>perf_mon</target>
  <data>
    <perf_mon>
      <stop_monitor>
        <id>f4315d31-c017-4362-a213-4b0ea76860f3</id>
      </stop_monitor>
    </perf_mon>
  </data>
</packet>
```

get

Summary:

Obtains latest performance statistics for specified servers.

Request specification:

Name	Min/Max	Type	Description
`get`			
`{`			
`eid_list`	`1..1`	`eid_listType` (p. 36)	A list containing the IDs of the servers for which to retrieve the performance data. If this element is empty, the data for all known servers will be retrieved, including the Hardware Node and all of the Virtuozzo Containers that it hosts.

`class`	`1..[]`	`classType` (p. 390)	The list of the performance classes, instances, and counters to get the data for. You have to make sure that the classes and the counters specified here are compatible with the servers specified in the `eid_list` element. The following rules apply when selecting classes and counters: • If the `eid_list` element contains just the Hardware Node, the classes must be of the `generic` type. • If the list contains Virtuozzo Containers only, the classes must be of the `virtuozzo` type. • If the `eid_list` element is empty, you may mix classes and counters of both types -- the performance monitor will choose the correct classes and the counters from the list for each server type automatically. • If you mix a Hardware Node and Virtuozzo Containers in the same list, you have to make sure that each of the specified counters is compatible with both server types (i.e. a counter with this name exists in both virtuozzo and generic lists). Failure to do so may give you unpredictable output. Normally, we don't recommend mixing servers of different types in the same request. If you really need to get performance data for the Hardware Node and Virtuozzo Containers in one call, use the scenario where an empty `eid_list` element is used (described above).
`}`			

Returns:

Name	Min/Max	Type	Description
`data`	`1..[]`	`perf_dataType` (p. 57)	Performance data. Each instance of the `data` element will contain statistics for an individual server.

Description:

The performance data is collected by Agent for all running servers at the predefined time intervals (a few seconds) and is stored in a temporary storage buffer. The `get` call allows to retrieve the most recently collected data. This is an on-demand request. It produces a single response containing the latest performance data. If you would like to receive the performance reports on a periodic basis, use the `start_monitor` (p. 391) call instead. If you are using the Parallels Agent SOAP API, use this call to obtain performance statistics.

Please also see the `perf_mon` section (p. 389) for more information on classes, instances, and counters.

Example:

The following example shows how to get the latest performance data for the specified server using the specified class and counter.

Input

```
<packet version="4.0.0" id="2">
  <target>perf_mon</target>
  <data>
    <perf_mon>
      <get>
        <eid_list>
          <eid>1649d32f-3e18-6642-9690-4fe3cd406eb0</eid>
        </eid_list>
        <class>
          <name>counters_vz_cpu</name>
          <instance>
            <counter>counter_cpu_system</counter>
          </instance>
        </class>
      </get>
    </perf_mon>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/perf_mon"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3fc4683bf1bt54derb2c"
time="2007-06-28T17:39:58+0000" priority="0" version="4.0.0">
<ns1:origin>perf_mon</ns1:origin>
<ns1:target>vzclient1-6d9ea6b6-e470-424b-98ca-27dd10e49860</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
```

```
</ns1:dst>
<ns1:data>
  <ns2:perf_mon>
    <ns2:data>
      <ns2:eid>1649d32f-3e18-6642-9690-4fe3cd406eb0</ns2:eid>
      <ns2:interval>
        <ns2:start_time>2007-06-28T17:21:59+0000</ns2:start_time>
        <ns2:end_time>2007-06-28T17:39:39+0000</ns2:end_time>
      </ns2:interval>
      <ns2:class>
        <ns2:name>counters_vz_cpu</ns2:name>
        <ns2:instance>
          <ns2:name></ns2:name>
          <ns2:counter>
            <ns2:name>counter_cpu_system</ns2:name>
            <ns2:value>
              <ns2:avg>215</ns2:avg>
              <ns2:min>215</ns2:min>
              <ns2:max>215</ns2:max>
              <ns2:cur>215</ns2:cur>
            </ns2:value>
          </ns2:counter>
        </ns2:instance>
      </ns2:class>
    </ns2:data>
  </ns2:perf_mon>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

packagem

Purpose:

The `packagem` interface provides calls for installing, updating, removing, and performing other operations on software packages on physical and virtual servers. Software packages may include templates (such as Virtuozzo templates), individual packages (rpm, deb), and others. Supported virtualization technologies have their own package management interfaces, which are derived from the `packagem` interface.

Derived interfaces:

`vzapackagem` (p. 668)

Types

package_debType

Summary:

Contains information about a Linux software package in Debian (deb) format.

Type specification:

Extends `package_linuxType` (p. 400)

The type has no additional elements.

package_linuxType

Summary:

Contains information about a generic Linux software package.

Type specification:

Extends `packageType` (p. 56)

Adds the following elements:

Name	Min/Max	Type	Description
`path`	`0..1`	`base64Binary`	Package location.

Subtypes:

`package_rpmType` (p. 400)

`package_debType` (p. 400)

package_rpmType

Summary:

Contains information about a Linux software package in RPM format.

Type specification:

Extends `package_linuxType` (p. 400)

The type has no additional elements.

packagesType

Summary:

Contains a list of software packages.

Type specification:

Name	Min/Max	Type	Description
`package`	`0..[]`	`packageType` (p. 56)	Software package information. Depending on the type of the package, the appropriate subtype of the `packageType` (p. 56) should/will be used here.

pkg_cmdType

Summary:

Defines the input parameters for some of the `packagem` interface (p. 399) calls.

Type specification:

Extends `pkg_paramsType` (p. 403)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Target Server ID. When removing a package, specifies the Server ID of a Virtuozzo Container from which to remove the package. When getting a list of packages or package information, specifies the Server ID of a Virtuozzo Container from which to get the list of installed packages. If this element is omitted, the Hardware Node is assumed to be the target. For example, the list of packages available on the Hardware Node will be retrieved.
`packages`	`0..1`	`packagesType` (p. 401)	Allows to specify package parameters that will be used as a filter when getting a list of packages or a package information. Only the packages with matching parameters will be included in the result. For example, you can use the filter to get the information for a particular package by specifying its name, or you can get the information for a particular package version, and so forth.

pkg_paramsType

Summary:

The base type defining the input parameters for the `packagem` interface calls.

Type specification:

The type has no elements.

Subtypes:

`pkg_cmdType` (p. 402)

`pkg_setup_cmdType` (p. 404)

pkg_setup_cmdType

Summary:

Defines the input parameters for some of the `packagem` interface calls. Contains the package setup information.

Type specification:

Extends `pkg_cmdType` (p. 402)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Target Server ID.
`installation_package`	`0..[]`		Package setup information.
`[`			*Denotes a choice between the* `package` *and the* `path` *elements.*
`package`	`1..1`	`packageType` (p. 56)	Package information.
`path`	`1..1`	`base64Binary`	Pathname specifying the package location.
`]`			
`options`	`0..1`	`none`	Package setup options.
`{`			
`check`	`0..1`	`none`	If this element is included, the call will run a simulation without actually installing a template or a package. You may include this option if you want to see the projected results of the installation, i.e the list of components (RPM packages) that will be added to the server.
`force`	`0..1`	`none`	Include this option to force the operation if possible. This may solve certain unexpected package installation problems. During the package update operation (p. 415), the option can be used to force the update even if the version installed is the latest one.

`dependencies`	`0..1`	`none`	This option is not currently used.
`}`			

Calls

Call	Description
install (p. 406)	Installs a package.
remove (p. 412)	Removes a package.
update (p. 415)	Updates a package.
list (p. 420)	Retrieves a list of installed packages.
get_info (p. 427)	Retrieves the specified package information.
clean (p. 430)	Cleans package manager cache.
fetch (p. 432)	Downloads EZ OS template packages from the remote repository to the local cache on the Hardware Node.
migrate (p. 435)	Migrates packages from one server to another.

install

Summary:

Installs an application or an operating system template on a Hardware Node or in a Virtuozzo Container. The call allows to install both standard and EZ Virtuozzo templates.

The call can also be used to install individual software packages (rpm, deb) on physical servers and in Virtuozzo Containers.

Request specification:

Name	Min/Max	Type	Description
`install`	`1..1`	`pkg_setup_cmdType` (p. 404)	The package installation parameters. Only the parameters from the `pkg_setup_cmdType` are used here. The parameters of the ancestor types (`pkg_cmdType` , `pkg_paramsType`) are not used. The `installation_package` element is mandatory and must contain the information about the package to be installed.

Returns:

Name	Min/Max	Type	Description
`packages`	`0..1`	`packagesType` (p. 401)	The results of the installation: For Virtuozzo OS template and application templates installed on the Hardware Node - the newly installed template information. For Virtuozzo application templates installed in a Container - the list of individual packages that were installed.

Installing an application or an OS template on the Hardware Node

Before an OS template can be used to create Virtuozzo Containers, or before an application template can be installed in a Virtuozzo Container, they must be installed on the Hardware Node. To install a template, the `path` parameter must contain the name and path of the template installation file (`.rpm` on Linux or `.efd` on Windows). The `eid` parameter can be omitted from the request or it must contain the Server ID of the Hardware Node. To install a template, the `vzapackagem` interface (p. 668) must be used.

The template installation on the Hardware Node consists of the following steps:

1. Installing (unpacking) the template package.
2. Caching the template.

Both steps are performed as a single operation (transparently to the user) using the `install` call described here.

EZ template specifics:

During an EZ template installation, the template data is downloaded from the Internet or from a local repository (the file download is a part of step 2 described above). In some situations, the download may fail for various reasons. In such a case, the template will still be installed on the Hardware Node (step 1) but will not be cached and, as a result, will not be valid. To remedy this situation, you may try using the `update` call (p. 415) to cache the template in a separate procedure. If caching of the template this way still results in error, you will need to contact Parallels technical support.

Example - Installing a standard operating system template:

The following sample illustrates how to install a standard operating system template on the Hardware Node. In the example, the `path` element contains the name and path of the template installation file (an rpm package in this instance). On operation completion, the template will be fully installed and cached, so you can use it immediately to create new Parallels Virtuozzo Containers.

Input

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
        <installation_package>

<path>L3Z6L3Z6dXAyZGF0ZS90ZW1wbGF0ZXMvZmM1LnA0L3B1Yi9mZWRvcmEtY29yZTUtcDQtdG1wbC0zLjAuM
C0yLnN3c29mdC5pMzg2LnJwbQ==</path>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Output

The output contains the information about the newly installed template.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
id="14c4863bd39t7e87r1be8" time="2008-06-26T19:48:52+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns2:package_std_vztemplateType">
```

```
        <name>fedora-core-5</name>
        <version>20070301</version>
        <summary>Fedora Core 5 OS Template</summary>
        <os xsi:type="ns3:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
        <arch>x86</arch>
        <os_template>1</os_template>
        <cached>0</cached>
        <uptodate>0</uptodate>
        <technology>nptl</technology>
        <technology>x86</technology>
        <base>0</base>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

Example - Installing an EZ operating system template:

Installing an EZ operating system template is similar to installing a standard OS template, except that the operation can take a significant amount of time since all of the template data must be downloaded from the Internet or from your local repository (to find out if you have a local repository, contact your system administrator). On successful operation completion, the template will be fully installed and cached, so you can use it to create new Virtuozzo Containers.

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
        <installation_package>

<path>L3Z6L3Z6dXAyZGF0ZS9lenRlbXBsYXRlcy9mZWRvcmEtY29yZS03L3B1Yi9mZWRvcmEtY29yZS03LXg4N
i1lei0zLjAuMC0xMS5zd3NvZnQubm9hcmNoLnJwbQ==</path>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Example - Installing a standard application template on the Hardware Node:

Installing a standard application template is no different from installing an OS template. All you have to do is specify the name and path of the template installation file and the `install` operation will take care of the rest. On success, the application template will be fully ready to be installed into Virtuozzo Containers.

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
        <installation_package>
```

```
<path>L3Z6L3Z6dXAyZGF0ZS90ZW1wbGF0ZXMvZmM1LnA0L3B1Yi9wb3N0Z3Jlc3FsODE4LWZjNS10bXBsLTMuM
C4wLTIuc3dzb2Z0LmkzODYucnBt</path>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Example - Installing an EZ application template on the Hardware Node:

The following example illustrates how to install an EZ application template on the Hardware Node. Please note that the actual files that comprise an EZ application template will not be downloaded during this operation. The files will be downloaded to the Hardware Node during the first-time installation of the template into a Virtuozzo Container.

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
        <installation_package>

<path>L3Z6L3Z6dXAyZGF0ZS9lenRlbXBsYXRlcy9mZWRvcmEtY29yZS03L3B1Yi9teXNxbC1mZWRvcmEtY29yZ
S03LXg4Ni1lei0zLjAuMC0xLnN3c29mdC5ub2FyY2gucnBt</path>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Installing an Application template into a Virtuozzo Container

To install an application template into a Virtuozzo Container, the `eid` parameter must contain the Server ID of the Container. For a lists of the available templates, use the `list` call (p. 420). The data type of the `package` element must be the correct type for the package being installed. Please note that EZ templates are not compatible with standard templates. This means that you can only install an EZ application template into a Container that is based on the EZ OS template. The application template must also match the type and version of the operating system of the Container.

Note: Parallels Agent uses a dot notation to identify EZ templates. The dot character is placed in front of an EZ template name (e.g. `.mytemplate`). The same template name will show up without the dot character if you use the command line tools or the GUI tools. When referencing an EZ application template in Agent calls, always specify its name as it appears in the return of the `list` call (p. 420). When you create an EZ template yourself, make sure to begin the name of your template with the dot character as well.

Example - installing a standard application template into the specified Virtuozzo Container:

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
```

```
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <installation_package>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>postgresql-fc5</ns1:name>
          </package>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Example - Installing an EZ application template into the specified Virtuozzo Container:

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <install>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <installation_package>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.mysql</ns1:name>
          </package>
        </installation_package>
      </install>
    </vzapackagem>
  </data>
</packet>
```

Output

On successful template installation, the output will contain the list of packages that were installed during this operation.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
id="33c4864b295t6bfcr1be8" time="2008-06-27T13:07:15+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-bench</name>
        <version>5.0.45-7.el5</version>
```

```
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-devel</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-server</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>perl-DBD-MySQL</name>
        <version>3.0007-1.fc6</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

Installing an RPM or DEB package on a Hardware Node

To install an RPM or DEB package on a Hardware Node, the `path` parameter must contain the name and the path of the package. The `eid` parameter must be omitted from the request or must contain the Server ID of the Hardware Node. Use the `packagem` interface (p. 399) to perform this operation. The data type of the `package` element must be the correct type for the package being installed.

remove

Summary:

Completely removes a template from the Hardware Node of a Virtuozzo Container. The call allows to remove both standard and EZ Virtuozzo templates.

Request specification:

Name	Min/Max	Type	Description
`remove`		`pkg_cmdType` (p. 402)	
`{`			
`options`	`0..1`		Removal options.
`{`			
`check`	`0..1`		Perform a test run without actually removing a package. The response message will contain the list of individual packages which will be removed as a result of this operation.
`force`	`0..1`		Force the operation in case of an error. This may solve certain unexpected problem during package removal.
`dependencies`	`0..1`		Remove all package dependencies.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`packages`	`0..1`	`packagesType` (p. 401)	The list of removed packages.

Description:

To remove an application template from a Virtuozzo Container, the `eid` parameter must contain the Server ID of the container. The `packages` structure must contain the information about the packages that you would like to remove.

To remove an application or an OS template from the Hardware Node, the `eid` parameter can be omitted from the request or must contain the Server ID of the Hardware Node. The `packages` parameter must contain the information about packages that you would like to remove. You can only remove templates that are not used by any of the Virtuozzo Containers installed on the Hardware Node.

EZ templates: If you would like to remove just the template cache (the actual data) but want to keep the template itself, use the `clean` call (p. 430) instead.

Example:

Removing a standard OS template from the Hardware Node.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <remove>
        <packages>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>fedora-core-5</ns1:name>
          </package>
        </packages>
      </remove>
    </vzapackagem>
  </data>
</packet>
```

Example:

Removing an EZ application template from the specified Virtuozzo Container.

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <remove>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.mysql</ns1:name>
          </package>
        </packages>
      </remove>
    </vzapackagem>
  </data>
</packet>
```

Output

The output contains the list of individual packages that were removed from the Container.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
id="39c4864f0d1t260dr1be8" time="2008-06-27T17:32:46+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
```

```
      <package xsi:type="ns1:package_rpmType">
        <name>mysql</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-server</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-devel</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>mysql-bench</name>
        <version>5.0.45-7.el5</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
      <package xsi:type="ns1:package_rpmType">
        <name>perl-DBD-MySQL</name>
        <version>3.0007-1.fc6</version>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

update

Summary:

The update call provides functionality for updating Virtuozzo templates installed on the Hardware Node or in a Container.

Request specification:

Name	Min/Max	Type	Description
`update`		`pkg_setup_cmdType` (p. 404)	Template information and the update options. Different types of updates require different parameters and their values. Please see the descriptions and examples below.

Returns:

Name	Min/Max	Type	Description
`packages`	`0..1`	`packagesType` (p. 401)	A list of the templates that have been updated.

Description

The following types of updates can be performed using this call:

Standard templates:

- Caching all or a specific standard OS template. When installing a standard OS template for the first time, this step is automatically included in the `install` operation (p. 406). Situations when you would do this manually include recovery from a failed installation operation or any other situation when you have a standard OS template which was installed on the Hardware Node but was not cached.
- Installing a standard OS or an application template update in a Virtuozzo Container.

EZ templates:

- Caching all or a specific EZ OS template on the Hardware Node, which includes downloading the packages comprising a template and creating a template cache. When installing an EZ OS template for the first time, this step is automatically included in the `install` operation (p. 406). Situations when you would want do this manually include: caching a template after the `clean` operation (p. 430), recovery from a failed installation operation, or any other situation when you have an EZ OS template installed on the Hardware Node but not yet cached.
- Updating an OS template on the Hardware Node.
- Updating an OS or an application template in a Virtuozzo Container.

The following subsections describe each update operation and provide code samples.

Caching a standard template

To cache all of the templates available on the Hardware Node, pass an empty `update` element, as shown in the following example

Note: The call will cache all templates -- standard and EZ.

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update/>
    </vzapackagem>
  </data>
</packet>
```

To cache a specific OS template, supply the template name and version:

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <installation_package>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>fedora-core-5</ns1:name>
             <ns1:os_template>1</ns1:os_template>
             <ns1:version>20070301</ns1:version>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

Installing a standard OS or an application template update in a Virtuozzo Container

To install a standard OS template update in a Virtuozzo Container, specify the Server ID (EID) of the Container and the name of the template containing the update (the update template must be installed on the Hardware Node (p. 406) prior to this operation). Please note that in order to install an update in a Virtuozzo Container, the base template must also be installed on the Hardware Node. The information about the required base template is included in the output of the `get_info` call (p. 427) for the template containing the update. For example, the following is a message describing the base template requirement for the `fedora-core-5` update:

```
<name>fedora-core-5</name>
<version>20070301</version>
<summary>Fedora Core 5 OS Template</summary>
<description>Fedora Core 5 packaged as a Virtuozzo/HSPcomplete template.
    Please note that this OS template is OS template update, so you should have
    the following templates to be installed on Hardware Node before trying to
    install this OS template update:
    fedora-core5-p3-tmpl-3.0.0-1.swsoft
</description>
```

The following sample illustrates how to install an OS template update in the specified Virtuozzo Container.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
```

```
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <installation_package>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>fedora-core-5</ns1:name>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

Caching all or a specific EZ OS template on the Hardware Node

To cache all installed, but not yet cached, EZ OS templates on the Hardware Node, pass an empty `update` element.

Note: The call will cache all templates -- standard and EZ.

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update/>
    </vzapackagem>
  </data>
</packet>
```

The following example will cache the EZ OS template with the specified name:

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <installation_package>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.fedora-core-7-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

Updating an EZ OS template on the Hardware Node

There are two kinds of EZ OS template updates:

- The update of the EZ template itself. This update comes as a new version of the template installation file. The update is installed and cached on the Hardware Node (both operations are performed in a single step). The packages comprising the template will be updated as a result.

- The update of the template cache. This update is performed using the existing template configuration (metadata). It is usually used when an update is available from the OS or the application vendor. This operation is exactly the same as the EZ template caching operation described earlier in this section. The difference is that in this case we are updating a template that has been cached already, but other than that the two operations are identical.

Both updates are installed using the `update` call described here. The following samples illustrate how each type of update is performed.

Installing an EZ template update:

The EZ template installation file must reside in a directory on the Hardware Node. Specify the name and path of the file using the `path` parameter. As a result of this operation, the corresponding EZ template will be updated using the instructions contained in the installation file.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <installation_package>

<path>L3Z6L3Z6dXAyZGF0ZS9lenRlbXBsYXRlcy9mZWRvcmEtY29yZS03L3B1Yi9mZWRvcmEtY29yZS03</pat
h>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

Updating an EZ template cache

This update can be performed at any time and does not require any additional files or steps. All you have to do is specify the name of the template that you would like update. The operation will check if updates are available in the repository (local or remote, depending on your setup) and will install them if needed. Optionally, you may include the `force` element, in which case the template cache will be updated regardless if the updates are available or not.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <installation_package>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.fedora-core-7-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

Updating an EZ template in a Virtuozzo Container.

When you update an EZ template on the Hardware Node, the existing Containers that are already using it will not be affected. This means that they will continue using old versions of the template packages (the older packages are never deleted from the template cache). If you wish, you can update the Container to use the new packages.

The following sample illustrates how update a Container to use the newest packages from the specified OS template. The Container ID is specified using the eid parameter, the template name is specified using the name parameter.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <installation_package>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.redhat-el5-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

The following sample shows how to update a Container to use the latest packages from the specified application template (it is assumed that the application template is already installed in the Container).

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <update>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <installation_package>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.mysql</ns1:name>
             <ns1:os_template>0</ns1:os_template>
          </package>
        </installation_package>
      </update>
    </vzapackagem>
  </data>
</packet>
```

list

Summary:

The `list` call allows to obtain a list of Virtuozzo templates from the Hardware Node or a Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`list`		`pkg_cmdType` (p. 402)	
`{`			
`options`			Listing options.
`{`			
`type`	`0..[]`	`string`	The type(s) of packages to retrieve. If absent, retrieves all types. The available options are: `os` -- Operating system template. `app` -- Application template. `rpm` -- Regular software package.
`summary`	`0..1`	`none`	If present, a summary info will be included in the result.
`compatible`	`0..1`	`none`	If present, only the packages that are compatible with the OS template used by the specified server will be included in the result.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`packages`	`0..1`	`packagesType` (p. 401)	The requested package information.

Description:

The following template information can be obtained using this call:

- List of Virtuozzo templates (standard/EZ, application/OS) installed on the Hardware Node.
- List of individual software packages comprising a template.
- Summary information about an OS template used by a Virtuozzo Container.
- List of application templates installed in a Virtuozzo Container.

Determining whether a returned template is a standart or an EZ Virtuozzo template

When examining the returned template list, the type of the template is determined based on the data type of the `package` element containing the template information. For example, the following XML code segment contains information about a Virtuozzo EZ template. We know that because the type of the `package` element is `package_vztemplateType` (p. 625).

```
<ns2:package xsi:type="ns3:package_vztemplateType">
  <ns4:name>.redhat-el5-x86</ns4:name>
  <ns4:os xsi:type="ns4:osType">
    <ns4:platform>Linux</ns4:platform>
    <ns4:name/>
  </ns4:os>
  <ns4:arch>x86</ns4:arch>
  <ns3:os_template>1</ns3:os_template>
  <ns3:cached>0</ns3:cached>
  <ns3:uptodate>0</ns3:uptodate>
</ns2:package>
```

The following segment contains information about a standard template because the type of the `package` element in this case is `package_std_vztemplateType` (p. 624).

```
<ns2:package xsi:type="ns3:package_std_vztemplateType">
  <ns4:name>redhat-as3-minimal</ns4:name>
    <ns4:version>20061020</ns4:version>
    <ns4:os xsi:type="ns4:osType">
    <ns4:platform>Linux</ns4:platform>
  <ns4:name/>
  </ns4:os>
    <ns4:arch>x86</ns4:arch>
    <ns3:os_template>1</ns3:os_template>
    <ns3:cached>1</ns3:cached>
    <ns3:uptodate>0</ns3:uptodate>
    <ns3:technology>nptl</ns3:technology>
    <ns3:technology>x86</ns3:technology>
    <ns3:base>1</ns3:base>
  </ns2:package>
</ns2:packages>
```

EZ Template Names

Parallels Agent uses a dot notation to identify EZ templates. The dot character is placed in front of an EZ template name (e.g. `.redhat-el5-x86`). The same template name will show up without the dot character if you use the command line tools or the GUI tools. When referencing an EZ template in Agent calls, always use the dot notation. When you create an EZ application template yourself, make sure to begin the name of your template with the dot character as well. If you have created a Virtuozzo EZ template and installed it on the Hardware Node but don't see it in the list produced by this call, then it's probably because the name of your template does not have the dot character.

Obtaining a list of OS templates installed on the Hardware Node

The only required parameter here is template `type`. You can use the same call to retrieve a list of application templates from the Hardware Node by simply substituting the "os" value of the `type` parameter with "app".

Input

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <list>
        <options>
          <type>os</type>
        </options>
      </list>
    </vzapackagem>
  </data>
</packet>
```

Output

The output contains both standard and EZ templates.

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns4="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:ns3="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3dc468a338bt440dre4"
time="2007-07-03T15:03:45+0000" priority="0" version="4.0.0">
<ns1:origin>vzapackagem</ns1:origin>
<ns1:target>vzclient5-b38361f0-6737-1342-9f9a-03b8fcca2130</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzapackagem>
    <ns2:packages>
      <ns2:package xsi:type="ns3:package_vztemplateType">
        <ns4:name>.redhat-el5-x86</ns4:name>
        <ns4:os xsi:type="ns4:osType">
          <ns4:platform>Linux</ns4:platform>
          <ns4:name/>
        </ns4:os>
        <ns4:arch>x86</ns4:arch>
        <ns3:os_template>1</ns3:os_template>
        <ns3:cached>0</ns3:cached>
        <ns3:uptodate>0</ns3:uptodate>
      </ns2:package>
      <ns2:package xsi:type="ns3:package_std_vztemplateType">
        <ns4:name>redhat-as3-minimal</ns4:name>
        <ns4:version>20061020</ns4:version>
        <ns4:os xsi:type="ns4:osType">
          <ns4:platform>Linux</ns4:platform>
          <ns4:name/>
        </ns4:os>
        <ns4:arch>x86</ns4:arch>
        <ns3:os_template>1</ns3:os_template>
        <ns3:cached>1</ns3:cached>
        <ns3:uptodate>0</ns3:uptodate>
        <ns3:technology>nptl</ns3:technology>
        <ns3:technology>x86</ns3:technology>
        <ns3:base>1</ns3:base>
      </ns2:package>
    </ns2:packages>
```

```
  </ns2:vzapackagem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Obtaining a list of individual packages comprising an OS template

To accomplish this goal, we have to include the following mandatory parameters:

`name` -- the OS template name.

`os_template` -- must contain `true` or `1` indicating that this is an OS template.

`version` -- the OS template version.

`options/type` -- must contain the "rpm" value, which indicates that we would like to get the information about packages included in the OS template, not the template itself.

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <list>
        <packages>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>fedora-core-5</ns1:name>
             <ns1:os_template>1</ns1:os_template>
             <ns1:version>20070301</ns1:version>
          </package>
        </packages>
        <options>
          <type>rpm</type>
        </options>
      </list>
    </vzapackagem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="6bc486b35d0t902r1be8" time="2008-07-02T11:29:07+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns2:packageType">
```

```
        <name>audit-libs-1.3-2.fc5</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>
      <package xsi:type="ns2:packageType">
        <name>audit-libs-python-1.3-2.fc5</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>
      <package xsi:type="ns2:packageType">
        <name>bash-3.1-9.fc5.1</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>
      <package xsi:type="ns2:packageType">
        <name>bind-9.3.4-1.fc5</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>
      <package xsi:type="ns2:packageType">
        <name>bind-chroot-9.3.4-1.fc5</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>
      <package xsi:type="ns2:packageType">
        <name>bind-libs-9.3.4-1.fc5</name>
        <os xsi:type="ns2:osType">
          <platform>Linux</platform>
          <version>20070301</version>
          <name>Fedora Core 5 OS Template</name>
        </os>
      </package>

      <!-- The rest of the output is omitted for brevity -->

    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

Obtaining a list of individual packages comprising an application template

In this instance, the mandatory input parameters are:

`name` -- the application template name.

`os` -- a structure containing information about the OS template to which this application template belongs. The OS template information must include the `platform` (Linux, Windows, etc.) and the `name` (OS template name) parameters.

`options/type` -- must contain the "rpm" value, which indicates that we would like to get the information about packages included in the template, not the template itself.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <list>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.mysql</ns1:name>
             <ns1:os_template>0</ns1:os_template>
             <ns1:os>
               <platform>Linux</platform>
               <name>.fedora-core-7-x86</name>
             </ns1:os>
          </package>
        </packages>
        <options>
          <type>rpm</type>
        </options>
      </list>
    </vzapackagem>
  </data>
</packet>
```

Obtaining a list of application templates installed in the specified Virtuozzo Container

The parameters here are `eid` specifying the Server ID of the Container and the `type` specifying the template type. This call can also be used to obtain a summary information about an OS template used by the Container -- simply use the "os" value in the `type` element.

Input

```
<packet version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <list>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <options>
          <type>app</type>
        </options>
      </list>
    </vzapackagem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="41c4864f385t759ar1be8" time="2008-06-27T17:44:17+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns2:package_vztemplateType">
        <name>.mysql</name>
        <os xsi:type="ns3:osType">
          <platform>Linux</platform>
          <name>.redhat-el5-x86</name>
        </os>
        <os_template>0</os_template>
        <cached>0</cached>
        <uptodate>1</uptodate>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

get_info

Summary:

Returns information about a Virtuozzo template or an individual software package.

Request specification:

Name	Min/Max	Type	Description
`get_info`		`pkg_cmdType` (p. 402)	A list of packages to retrieve the info for. The `packages` parameter is mandatory and must contain at least `name` and `os_template` parameters.

Returns:

Name	Min/Max	Type	Description
`packages`	`0..1`	`packagesType` (p. 401)	The requested package information.

Description:

Compared to the `list` call (p. 420), which provides summary information about a template or a package, this call obtains a detailed package information. Use it when you want to retrieve complete information about a particular template or a package.

Example:

Retrieving information about a standard application template called `fedora-core-5` from the Hardware Node.

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <get_info>
        <packages>
          <package xsi:type="ns1:package_std_vztemplateType">
             <ns1:name>fedora-core-5</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </packages>
      </get_info>
    </vzapackagem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="45c4864f97dt5878r1be8" time="2008-06-27T18:09:44+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns2:package_std_vztemplateType">
        <name>fedora-core-5</name>
        <version>20070301</version>
        <summary>Fedora Core 5 OS Template</summary>
        <description>Fedora Core 5 packaged as a Virtuozzo/HSPcomplete template.
          Please note that this OS template is OS template update, so you should have
          the following templates to be installed on Hardware Node before trying to
          install this OS template update:
          fedora-core5-p3-tmpl-3.0.0-1.swsoft</description>
        <os xsi:type="ns3:osType">
          <platform>Linux</platform>
          <name></name>
        </os>
        <arch>x86</arch>
        <os_template>1</os_template>
        <cached>0</cached>
        <uptodate>0</uptodate>
        <technology>nptl</technology>
        <technology>x86</technology>
        <base>0</base>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

Example:

Retrieving information about an EZ OS template called `.redhat-el5-x86`. Please note that in this case, we have to include the `os_template` element indicating the EZ template type (OS or application).

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <get_info>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
               <ns1:name>.redhat-el5-x86</ns1:name>
```

```
              <os_template>1</os_template>
          </package>
        </packages>
      </get_info>
    </vzapackagem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="56c4868bc0at1366r1be8" time="2008-06-30T14:34:53+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <packages>
      <package xsi:type="ns2:package_vztemplateType">
        <name>.redhat-el5-x86</name>
        <summary>Red Hat Enterprise Linux v. 5 Server EZ OS Template</summary>
        <description>Red Hat Enterprise Linux v. 5 Server packaged as a Virtuozzo EZ
Template.
        </description>
        <os xsi:type="ns3:osType">
          <platform>Linux</platform>
          <name>.redhat</name>
        </os>
        <arch>x86</arch>
        <os_template>1</os_template>
        <cached>1</cached>
        <uptodate>0</uptodate>
        <path>L3Z6L3RlbXBsYXRlL3JlZGhhdC9lbDUveDg2L2NvbmZpZy9vcy9kZWZhdWx0</path>
        <technology>nptl</technology>
        <technology>x86</technology>
      </package>
    </packages>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

clean

Summary:

Clean repository metadata for the specified EZ template. This call can only be used with templates that are not currently installed in or used by any of the Virtuozzo Containers.

Request specification:

Name	Min/Max	Type	Description
`clean`			
`{`			
`packages`	`0..[]`	`packagesType` (p. 401)	A list of EZ templates to remove the data for.
`}`			

Returns:

OK/Errors.

Description:

This call removes the software packages, their headers, and metadata which were downloaded to the Hardware Node from the repository during the EZ template installation or update operation. The call does not remove the EZ template itself, so it will still appear in the list of the available templates with the status "not cached", which means that the template cannot be used to create new Containers (OS templates) or installed into a Container (application templates). Before you can use an OS template again, you have to cache it using the `update` call (p. 415). An application template will be re-deployed automatically as soon as you attempt to install it into a Container. Use this call when you want to free some hard drive space by removing the data of an unused EZ template without completely uninstalling it. Another usage scenario of this call is when you simply want to take a fresh version of the template data.

Example:

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <clean>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.fedora-core-7-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </packages>
      </clean>
    </vzapackagem>
  </data>
```

```
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="77c486b7576t4080r1be8" time="2008-07-02T16:00:42+0000">
<origin>vzapackagem</origin>
<target>vzclient2-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <ok/>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

fetch

Summary:

The `fetch` call is used to download packages included in the specified EZ OS template or their updates from the remote repository to the local cache on the Hardware Node and to prepare them for installation.

Request specification:

Name	Min/Max	Type	Description
`fetch`			
`{`			
`packages`	`1..1`	`packagesType` (p. 401)	EZ OS template information. Must include the template name.
`}`			

Returns:

OK/Errors.

Description:

The difference between the `fetch` call and the `install` or `update` call is that it downloads the packages but does not set up or update the template cache. You can run this operation as an unattended job during off-hours and use the downloaded data to set up the templates later. Please note that the Agent API does not provide functions to install a template from local cache. You will have to use the `vzpkg` command-line utility for that (see **Parallels Virtuozzo Containers Reference Guide** for more information).

Example:

The following sample will download packages for the `.fedora-core-7-x86` EZ OS template. To monitor the operation progress, we are including the `progress="on"` argument in the message header.

Input

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" progress="on" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <fetch>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.fedora-core-7-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </packages>
      </fetch>
    </vzapackagem>
```

```
  </data>
</packet>
```

Output

The following is the initial progress message (there will be more than message like this).

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
type="1" time="2008-07-04T13:21:37+0000" id="2c486df325t18ber114c">
<origin>vzapackagem</origin>
<target>vzclient5-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <progress>
    <op>vzapackagem.fetch</op>
    <message xsi:type="ns1:infoType">
      <message>ZmV0Y2ggcGFja2FnZXM6ICVwYWNrYWdlcyUgc3RhcnRlZA==</message>
      <name></name>
      <translate/>
      <parameter>
        <message>LmZlZG9yYS1jb3JlLTcteDg2</message>
        <name>packages</name>
        <translate/>
      </parameter>
      <parameter>
        <message>JXRpdGxlJQ==</message>
        <name>source_env</name>
        <translate/>
        <parameter>
          <message>NjdjZWZiNGEtOWE2ZS0yZDQxLTk0YWEtY2JmZDIwZmEzOTQz</message>
          <name>eid</name>
          <translate/>
        </parameter>
        <parameter>
          <message>bG9jYWxob3N0LmxvY2FsZG9tYWlu</message>
          <name>title</name>
          <translate/>
        </parameter>
        <parameter>
          <message>Z2VuZXJpYw==</message>
          <name>type</name>
          <translate/>
        </parameter>
      </parameter>
    </message>
    <status>1</status>
  </progress>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

On successful operation completion, the output will contain the standard "OK" message.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/packagem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="4000"
id="2c486df325t18ber114c" time="2008-07-04T13:23:20+0000">
<origin>vzapackagem</origin>
<target>vzclient5-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <vzapackagem>
    <ok/>
  </vzapackagem>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

migrate

Summary:

Migrates a Virtuozzo template from one Hardware Node to another.

Request specification:

Name	Min/Max	Type	Description
`migrate`			
`{`			
`packages`	`1..1`	`packagesType` (p. 401)	Software packages to migrate.
`src`	`0..1`	`connection_infoType` (p. 34)	Source server connection information. When migrating a template from the current node, the parameter can be omitted.
`dst`	`0..1`	`connection_infoType` (p. 34)	Destination server connection information. When migrating a template from the remote node to the current node, the parameter can be omitted.
`options`	`0..1`	`none`	Migration options.
`{`			
`policy`	`0..1`	`none`	Policy.
`{`			
`ignore_error`	`0..1`	`none`	Use this option when migrating multiple packages. If this element is included, the call will ignore individual package errors and will continue with the next package in the list. If the element is omitted, the first error aborts the entire call.
`}`			
`}`			

Returns:

OK/Errors.

Description:

The call copies all the necessary template files from one node to another and sets the template up on the destination node. On completion, the new template on the destination node can be used to create Virtuozzo Containers (OS templates) or installed into a Container (application templates). The template on the source node will stay intact. When migrating an EZ OS template, only the template itself (the configuration files) will be copied to the destination node. After the copying is completed, the operation will automatically start caching of the template on the destination node. On success, the template will be fully ready to create Virtuozzo Containers on its basis.

Example:

The following example migrates an OS template called `.fedora-core-7-x86` from the current node to the node specified in the `dst` element.

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vza/4.0.0/vzatypes"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" progress="on" version="4.0.0">
  <target>vzapackagem</target>
  <data>
    <vzapackagem>
      <migrate>
        <packages>
          <package xsi:type="ns1:package_vztemplateType">
             <ns1:name>.fedora-core-7-x86</ns1:name>
             <ns1:os_template>1</ns1:os_template>
          </package>
        </packages>
        <dst>
          <address>10.30.25.145</address>
          <login>
            <name>cm9vdA==</name>
            <realm>00000000-0000-0000-0000-000000000000</realm>
          </login>
          <password>c2VjcmV0</password>
        </dst>
      </migrate>
    </vzapackagem>
  </data>
</packet>
```

proc_info

Purpose:

The base process monitoring interface. The interface allows to monitor system processes on Hardware Nodes and Virtuozzo Containers. Supported virtualization technologies have their own process monitoring interfaces, which are derived from the `proc_info` interface.

Note: At the time of this writing, the only supported virtualization technology is Virtuozzo Containers.

Derived interfaces:

`vzaproc_info` (p. 669).

Calls

Calls

Call	Description
start_monitor (p. 438)	Starts the monitor.
stop_monitor (p. 442)	Stops the monitor.
get (p. 443)	Retrieves a list of running processes.

start_monitor

Summary:

Starts the process monitor.

Request specification:

Name	Min/Max	Type	Description
`start_monitor`			
`{`			
`period`	`1..1`	`int`	Reporting period in seconds.
`key`	`0..1`	`string`	Parameter to order the result set by. See **Description** below for the list of parameters.
`limit`	`0..1`	`int`	Maximum number of processes to include in the report.
`descending`	`0..1`		If present, the list will be ordered in descending order.
`}`			

Returns:

Name	Min/Max	Type	Description
`ps_info`	`1..1`	`ps_infoType` (p. 59)	Processes information.

Description:

The call starts the process monitor on the server. The monitor sends the collected data back to the client at the specified time intervals until the client stops the monitor (p. 442) or disconnects from Agent. Only one process monitor can be running for a given connection.

The following table lists the parameters that can be specified in the `key` element to sort the result set by.

Parameter	Type	Description
`pid`	int	The process ID.
`user`	string	The user who has launched the process.
`pri`	int	The kernel scheduling priority for the process.
`ni`	int	The 'nice' parameter value defining the overall scheduling priority for the process. The less the 'nice' value, the higher the process priority.
`rss`	int	The total amount of physical memory used by the process, in kilobytes.

stat	string	The process current status. Can be 'R' (running), 'S' (sleeping, waiting for 'wake-up call'), 'D' (uninterruptable sleep), 'Z' (zombie, waiting for parent process), 'T' (stopped or traced). Sometimes the second symbol may appear: 'W' (process swapping), 'N' ('nice' process), 'L' (process has pages locked into memory). If the < sequence is displayed after the status, it means that this information was returned by the Parallels Agent software which, in turn, got this information from the 'ps' tool.
%cpu	float	The CPU time, in percent, used by the process.
%mem	float	The amount of physical memory, in megabytes, used by the process.
time	string	The total CPU time the process has used since its launch.
command	string	The command that invoked the process.

Example:

Input

```
<packet version="4.0.0">
  <target>proc_info</target>
  <data>
    <proc_info>
      <start_monitor>
        <period>10</period>
        <key>%cpu</key>
        <limit>5</limit>
      </start_monitor>
    </proc_info>
  </data>
</packet>
```

Output

The very first response contains the monitor ID an indicates that the monitor has been started.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/proc_info"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="7c487726act72aera18" time="2008-07-11T12:28:20+0000">
<origin>proc_info</origin>
<target>vzclient7-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <proc_info>
    <id>d2c2330e-33c2-1946-93b3-ae7c1f10650c</id>
  </proc_info>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

The subsequent responses will contain the collected process information.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
time="2008-07-11T12:32:35+0000" id="1c487727act4823r175c">
<origin>proc_info</origin>
<target>vzclient8-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <proc_info>
    <ps_info xsi:type="ns1:ps_infoType">
      <process>
        <pid>4</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFtldmVudHMvMF0=</param>
        <param>LTU=</param>
        <param>Mjk=</param>
        <param>MA==</param>
        <param>Uzw=</param>
        <param>MDA6MDA6MDM=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>5</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFtraGVscGVyXQ==</param>
        <param>LTU=</param>
        <param>Mjk=</param>
        <param>MA==</param>
        <param>Uzw=</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>2</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFttaWdyYXRpb24vMC8wXQ==</param>
        <param>LQ==</param>
        <param>MTM5</param>
        <param>MA==</param>
        <param>Uw==</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>1</pid>
        <param>MC4w</param>
        <param>MC4x</param>

<param>IGluaXQgWzNdICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg</param>
        <param>MA==</param>
        <param>MjQ=</param>
        <param>NjMy</param>
        <param>U3M=</param>
        <param>MDA6MDA6MDM=</param>
        <param>cm9vdA==</param>
```

```
      </process>
      <process>
        <pid>3</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFtrc29mdGlycWQvMF0=</param>
        <param>MTk=</param>
        <param>MA==</param>
        <param>MA==</param>
        <param>U04=</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <param_id>%cpu</param_id>
      <param_id>%mem</param_id>
      <param_id>command</param_id>
      <param_id>ni</param_id>
      <param_id>pri</param_id>
      <param_id>rss</param_id>
      <param_id>stat</param_id>
      <param_id>time</param_id>
      <param_id>user</param_id>
      <run>0</run>
      <zombie>0</zombie>
      <sleep>0</sleep>
      <uninterrupt>0</uninterrupt>
      <stopped>0</stopped>
      <idle>0</idle>
      <total>193</total>
    </ps_info>
  </proc_info>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

stop_monitor

Summary:

Stops the process monitor.

Request specification:

Name	Min/Max	Type	Description
stop_monitor	1..1	none	

Description:

The call stops the process monitor that was started previously with the `start_monitor` call (p. 438).

Example:

```
<packet version="4.0.0">
  <target>proc_info</target>
  <data>
    <proc_info>
      <stop_monitor/>
    </proc_info>
  </data>
</packet>
```

get

Summary:

Retrieves a list of processes running on a server.

Request specification:

Name	Min/Max	Type	Description
`get`	`1..1`		
`{`			
`key`	`0..1`	`string`	Parameter to order the resulting list of processes by. See the `start_monitor` call (p. 438) for the list of parameters.
`limit`	`0..1`	`int`	Maximum number of processes to include in the list.
`descending`	`0..1`	`none`	If present, the resulting list will be sorted in descending order.
`}`			

Returns:

Name	Min/Max	Type	Description
`ps_info`	`0..1`	`ps_infoType` (p. 59)	The list of processes.

Description:

This is a synchronous operation that returns a single report about processes running on the specified server. For an equivalent asynchronous operation see the `start_monitor` call (p. 391).

Example:

Input

```
<packet version="4.0.0">
  <target>proc_info</target>
  <data>
    <proc_info>
      <get>
        <key>%cpu</key>
        <limit>5</limit>
      </get>
    </proc_info>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/proc_info"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="4c48772d22t4ae1r175c" time="2008-07-11T12:55:54+0000">
```

```
<origin>proc_info</origin>
<target>vzclient8-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <proc_info>
    <ps_info xsi:type="ns2:ps_infoType">
      <process>
        <pid>4</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFtldmVudHMvMF0=</param>
        <param>LTU=</param>
        <param>Mjk=</param>
        <param>MA==</param>
        <param>Uzw=</param>
        <param>MDA6MDA6MDM=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>5</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFtraGVscGVyXQ==</param>
        <param>LTU=</param>
        <param>Mjk=</param>
        <param>MA==</param>
        <param>Uzw=</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>2</pid>
        <param>MC4w</param>
        <param>MC4w</param>
        <param>IFttaWdyYXRpb24vMC8wXQ==</param>
        <param>LQ==</param>
        <param>MTM5</param>
        <param>MA==</param>
        <param>Uw==</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>1</pid>
        <param>MC4w</param>
        <param>MC4x</param>

<param>IGluaXQgWzNdICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
ICAgICAgICAgICAgICAgICAg</param>
        <param>MA==</param>
        <param>MjQ=</param>
        <param>NjMy</param>
        <param>U3M=</param>
        <param>MDA6MDA6MDM=</param>
        <param>cm9vdA==</param>
      </process>
      <process>
        <pid>3</pid>
        <param>MC4w</param>
```

```
        <param>MC4w</param>
        <param>IFtrc29mdGlycWQvMF0=</param>
        <param>MTk=</param>
        <param>MA==</param>
        <param>MA==</param>
        <param>U04=</param>
        <param>MDA6MDA6MDA=</param>
        <param>cm9vdA==</param>
      </process>
      <param_id>%cpu</param_id>
      <param_id>%mem</param_id>
      <param_id>command</param_id>
      <param_id>ni</param_id>
      <param_id>pri</param_id>
      <param_id>rss</param_id>
      <param_id>stat</param_id>
      <param_id>time</param_id>
      <param_id>user</param_id>
      <run>0</run>
      <zombie>0</zombie>
      <sleep>0</sleep>
      <uninterrupt>0</uninterrupt>
      <stopped>0</stopped>
      <idle>0</idle>
      <total>194</total>
    </ps_info>
  </proc_info>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

processm

Purpose:

The system processes management interface.

Calls

Call	Description
execute (p. 446)	Executes a program inside an server.
kill (p. 451)	Send a signal to the specified process.

execute

Summary:

Executes a program on a server.

Request specification:

Name	Min/Max	Type	Description
`execute`			
`{`			
`argv`	`0..[]`	`base64Binary`	Program name and expected arguments in proper order.
`envp`	`0..[]`	`base64Binary`	Definitions of the OS environment variables used by the program (if any).
`cred`	`1..1`		Execute the program as user specified here. By default, the default administrative account will be used (e.g. `root`).
`{`			
`[`			Specify either the user name or the user ID.
`user`	`0..1`	`string`	User name.
`uid`	`0..1`	`long`	User ID.
`]`			
`[`			Specify either the group name or the group ID.
`group`	`0..[]`	`string`	Group name. You may specify more than one group. If you do, the first group will be set as the effective group, the others will be set as supplementary groups. The supplementary group list will affect all of the new elements.
`gid`	`0..[]`	`long`	Group id. NOTE: There are no dedicated operations to get a group ID by its name. Therefore, do not use this parameter if you're not sure it is correct. If it is wrong, the entire operation will be canceled.
`]`			
`chroot`	`0..1`	`base64Binary`	Run command or interface shell with root directory set to the value specified here (same as `chroot` Linux command).

chdir	0..1	base64Binary	Change working directory.
umask	0..1	int	Operation umask.
}			
stdio	0..1		Standard input/output options.
{			
input	0..1	base64Binary	Program input.
output	0..1	none	Include this element to report standard program output.
error	0..1	none	Include this element to report program error output.
mixed	0..1	none	Include this element to report mixed output.
}			
}			

Returns:

Name	Min/Max	Type	Description
exec	0..1		The program execution results.
{			
status	1..1	int	Execution status. Will contain 0 (zero) on success or non-zero value on error.
output	0..1	base64Binary	Program standard output.
error	0..1	base64Binary	Program error output.
}			

Example:

Executing the `ls` command inside a Linux-based Virtuozzo Container.

Input

```
<packet>
  <dst>
    Hostd3f7cf5b-0230-3e4a-9dbb-d20b2b901395</host>
  </dst>
  <target>processm</target>
  <data>
    <processm>
      <execute>
        <argv>bHM=</argv>
        <argv>LWxh</argv>
        <argv>LS1xdW90ZS1uYW1l</argv>
        <cred>
          <chroot>/</chroot>
        </cred>
        <stdio>
          <output/>
```

```
          <error/>
        </stdio>
      </execute>
    </processm>
  </data>
</packet>
```

Output

```
?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/processm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" time="2010-12-01T09:59:31+0000"
type="0" id="2ec4cf61b55t3b25r4c4" priority="0" version="4.0.0">
<origin>processm</origin>
<target>vzclient7-4db3d050-742a-ad4e-8711-aec07299739d</target>
<dst>
 <director>gend</director>
</dst>
<data>
 <processm>
  <exec>
   <status>0</status>
```

```
<output>dG90YWwgMjYxNzYKZHJ3eHIteHIteCAgMjcgICA5MSAgIDkxICAgICA0MDk2IE5vdiAyNCAwOTozMyA
iLiIKZHJ3eHIteHIteCAgMjcgICA5MSAgIDkxICAgICA0MDk2IE5vdiAyNCAwOTozMyAiLi4iCi1ydy1yLS1yLS
0gICAxIHJvb3Qgcm9vdCAgICAxMjY0MCBPY3QgMTUgMDU6NDggIjEyMyIKLXJ3LXItLXItLSAgIDEgcm9vdCByb
290ICAgICAgMzA3IEp1biAyNSAwOTowMCAiMTIzLnB5Igotcnctci0tci0tICAgMSByb290IHJvb3QgICAgIDQz
MjMgSnVuIDI1IDA5OjAzICIxMi5weSIKLXJ3LXItLXItLSAgIDEgcm9vdCByb290ICAgICAyMTM4IE1heSAxOCA
gMjAxMCAiYWFhLnhtbCIKLXJ3LXItLXItLSAgIDEgcm9vdCByb290ICAgICAgICAwIE5vdiAxNiAwODozNyAiLm
F1dG9mc2NrIgotcnctci0tci0tICAgMSByb290IHJvb3QgICAgICAgIDAgRGVjIDE1ICAyMDA5ICIuYXV0b3Jlb
GFiZWwiCmRyd3hyLXhyLXggICAyIHJvb3Qgcm9vdCAgICAgICAgNDA5NiBEZWMgMTYgIDIwMDkgImJpbiIKZHJ3eHIt
eHIteCAgIDMgcm9vdCAgICAgICAgNDA5NiBEZWMgMTYgIDIwMDkgIm5ldCAgICAgICAgICAgICAgICAgICAgICAg
MDE5OTA0IE5vdiAyNCAwOTozMyAiY29yZS4yMzAxIgpkcnd4ci14ci14ICAgMiByb290IHJvb3QgICAgIDQwO
TYgQXByICA5ICAyMDEwICJjb3JlcyIKZHJ3eHIteHIteCAgMTEgcm9vdCByb290ICAgIDEzNzgwIE5vdiAzMCAw
NzowNiAiZGV2Igpkcnd4ci14ci14ICA2NyByb290IHJvb3QgICAgIDQwOTYgRGVjICAxIDA0OjAyICJldGMiCi1
yd3gtLS0tLS0gICAxIHJvb3Qgcm9vdCAgMzM0NjcwOCBPY3QgMTQgMTE6MTUgImdkYi02LjUtMTYuZWw1Lng4Nl
82NC5ycG0iCmRyd3hyLXhyLXggICA0IHJvb3Qgcm9vdCAgICAgNDA5NiBOb3YgMzAgMDc6MDYgImhvbWUiCmRyd
3hyLXhyLXggICAyIHJvb3Qgcm9vdCAgICAgNDA5NiBEZWMgMTQgIDIwMDkgImluaXRyZCIKZHJ3eHIteHIteCAg
IDkgcm9vdCByb290ICAgICA0MDk2IERlYyAxNiAgMjAwOSAibGliIgpkcnd4ci14ci14ICAgNyByb290IHJvb3Q
gICAgIDQwOTYgSmFuIDIxICAyMDEwICJsaWI2NCIKbHJ3eHJ3eHJ3eCAgIDEgcm9vdCByb290ICAgICAgIDE2IE
phbiAxOCAgMjAxMCAiLmxvZyIgLT4gIi8yMDEwLjAxLjE4LS5sb2ciCmRyd3gtLS0tLS0gICAyIHJvb3Qgcm9vd
CAgICAxNjM4NCBEZWMgMTQgIDIwMDkgImxvc3QrZm91bmQiCmRyd3hyLXhyLXggICAyIHJvb3Qgcm9vdCAgICAg
NDA5NiBNYXIgMTEgIDIwMDkgIm1lZGlhIgpkcnd4ci14ci14ICAgMyByb290IHJvb3QgICAgIDQwOTYgT2N0IDI
wIDEyOjAzICJtbnQiCmRyd3hyLXhyLXggICA0ICAgOTEgICA5MSAgICAgNDA5NiBGZWIgMTcgIDIwMTAgIm9wdC
IKLXJ3LXItLXItLSAgIDEgcm9vdCByb290IDEwMTYwNjIyIFNlcCAyNCAwNTo1NiAicGFyYWxsZWxzLXZpcnR1Y
WxpemF0aW9uLXNkay00LjAuNTYxMi41NzcwOTctMS54ODZfNjQucnBtIgpkci14ci14ci14IDE1MSByb290IHJv
b3QgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
b3QgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
Byb290ICAgICAxMDI0IERlYyAxNSAgMjAwOSAiLnJuZCIKZHJ3eHIteC0tLSAgMTAgcm9vdCByb290ICAgICAgICA0M
Dk2IE5vdiAzMCAwNzowMyAicm9vdCIKZHJ3eHIteHIteHIteCAgIDIgcm9vdCByb290ICAgICAgIDEyMjg4IERlYyAxNiAg
MjAwOSAic2JpbiIKZHJ3eHIteHIteHIteCAgIDIgcm9vdCByb290ICAgICAgICA0MDk2IE1hciAxMSAgMjAwOSAic2VsaW5
1eCIKLXJ3LXItLXItLSAgIDEgcm9vdCByb290ICAgICAgMTgwIEZlYiAxOCAgMjAxMCAic2lwLnR4dCIKZHJ3eH
IteHIteCAgIDIgcm9vdCByb290ICAgICAgICA0MDk2IE1hciAxMSAgMjAwOSAic3J2Igotcnctci0tci0tICAgMSByb
290IHJvb3QgMTExOTA0MjUgSnVsIDE0IDEyOjAxICJTV0FNb24uemlwIgpkcnd4ci14ci14ICAxMSByb290IHJv
b3QgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
PY3QgMTUgMDg6MDUgInQxMDEzMDMzLnNoIgpkcnd4cnd4cnd0ICAgNiByb290IHJvb3QgICAgICAgICAgICAgICAg
AxIDA0OjAyICJ0bXAiCmRyd3hyLXhyLXggICAyIHJvb3Qgcm9vdCAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
G1udDAiCmRyd3hyLXhyLXggICAyIHJvb3Qgcm9vdCAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
eHIteHIteCAgMjMgICA5MSAgIDkxICAgICA0MDk2IE5vdiAzMCAwNzowNiAidmFyIgpkcnd4ci14ci14ICA0MiByb29
0IHJvb3QgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAgICAg
U2IEZlYiAgOCAgMjAxMCAidnpzbm1wLXByb3h5LTQuMC4wLTM3LnN3c29mdC54ODZfNjQucnBtIgo=</output>
   <error></error>
  </exec>
 </processm>
</data>
<src>
 <director>gend</director>
</src>
</packet>
```

If you decode the data contained in the `output` element, you'll get the requested root directory listing:

```
bin
boot
dev
etc
home
initrd
lib
mnt
opt
proc
```

```
root
sbin
tmp
usr
var
```

kill

Summary:

Send a signal to the specified process. This call works only with Hardware Node. For a Virtuozzo Containers implementation, see `vzaprocessm/kill` (p. 677).

Request specification:

Name	Min/Max	Type	Description
kill			
{			
pid	1..[]	int	Process ID.
signal	1..1	int	Signal number.
}			

Returns:

OK/Error

Description:

The call sends a signal to a process on a server. The signal number can be one from following:

```
1) SIGHUP 2) SIGINT 3) SIGQUIT 4) SIGILL

5) SIGTRAP 6) SIGABRT 7) SIGBUS 8) SIGFPE

9) SIGKILL 10) SIGUSR1 11) SIGSEGV 12) SIGUSR2

13) SIGPIPE 14) SIGALRM 15) SIGTERM 17) SIGCHLD

18) SIGCONT 19) SIGSTOP 20) SIGTSTP 21) SIGTTIN

22) SIGTTOU 23) SIGURG 24) SIGXCPU 25) SIGXFSZ

26) SIGVTALRM 27) SIGPROF 28) SIGWINCH 29) SIGIO

30) SIGPWR 31) SIGSYS 32) SIGRTMIN 33) SIGRTMIN+1

34) SIGRTMIN+2 35) SIGRTMIN+3 36) SIGRTMIN+4 37) SIGRTMIN+5

38) SIGRTMIN+6 39) SIGRTMIN+7 40) SIGRTMIN+8 41) SIGRTMIN+9

42) SIGRTMIN+10 43) SIGRTMIN+11 44) SIGRTMIN+12 45) SIGRTMIN+13

46) SIGRTMIN+14 47) SIGRTMIN+15 48) SIGRTMAX-15 49) SIGRTMAX-14

50) SIGRTMAX-13 51) SIGRTMAX-12 52) SIGRTMAX-11 53) SIGRTMAX-10
```

```
54) SIGRTMAX-9 55) SIGRTMAX-8 56) SIGRTMAX-7 57) SIGRTMAX-6

58) SIGRTMAX-5 59) SIGRTMAX-4 60) SIGRTMAX-3 61) SIGRTMAX-2

62) SIGRTMAX-1 63) SIGRTMAX
```

In Windows, the only supported signal is SIGKILL with signal number 9.

res_log

Purpose:

The system resources log management interface. The utilization server resources, such as CPU, memory, network, etc., is automatically logged in the history database. The `res_log` interface provides calls that allow to access this information.

Types

classType

Summary:

A performance class, instance, and counter information. See `perf_mon:classType` (p. 390) for more info on performance classes.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Performance class name.
`instance`	`0..1`	`string`	Class instance.
`counter`	`0..1`	`string`	Performance counter.

logType

Summary:

Indicates the logging period for a performance class.

Type specification:

Name	Min/Max	Type	Description
`class`	`1..[]`	restriction: `classType` (p. 452)	Performance class.
`{`			
`  name`	`1..1`	`string`	Class name.
`}`			
`period`	`1..1`	`int`	Logging period in seconds.

Calls

Call	Description
get_log (p. 454)	Retrieves performance logs for the specified server.
set_log (p. 457)	Sets logging period for the specified classes.
get_log_info (p. 459)	Provides information about current logging.
get_top (p. 462)	Returns information about the top resource-consuming Environments.

get_log

Summary:

Retrieves performance logs for the specified server.

Request specification:

Name	Min/Max	Type	Description
`get_log`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the server to get the data for.
`class`	`0..[]`	`classType` (p. 452)	Performance class. If this element is omitted, retrieves logged data for all classes. The classes specified here must be compatible with the type of the server specified in the `eid` element. See `perf_mon:start_monitor` (p. 391) for more info on classes.
`start_time`	`0..1`	`datetime_type`	Start time of the log.
`end_time`	`0..1`	`datetime_type`	End time of the log.
`[`			*The following two elements are not the children of the end_time element. They are a separate choice group.*
`records`	`0..1`	`int`	Number of records to retrieve beginning from the most recent record going back through time. The records will appear in the reverse chronological order, i.e. the most recent record will appear first in the list.
`period`	`0..1`	`int`	Period of logging, i.e. time in seconds between the two neighbouring results in the log. Most of the time the recorded periods in the database will not be equal to the requested ones, so recalculation and approximation will be used. If an interval doesn't have a value, it means that there is no information in the log from which the result can be approximated.
`]`			
`report_empty`	`0..1`	`none`	If this element is included then absent data intervals will be reported explicitly.
`}`			

Returns:

Name	Min/Max	Type	Description
`data`	`0..[]`	`perf_dataType` (p. 57)	Performance data.

Example:

Retrieving performance logs for the specified server for the class `counters_vz_cpu`.

Input

```
<packet version="4.0.0">
  <target>res_log</target>
  <data>
    <res_log>
      <get_log>
        <eid>565b96bd-d2da-4c7e-a212-0943a4bd6b29</eid>
        <class>
          <name>counters_vz_cpu</name>
        </class>
        <records>5</records>
        <report_empty/>
      </get_log>
    </res_log>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3ec4683b8e5t1547rb2c"
time="2007-06-28T17:22:55+0000" priority="0" version="4.0.0">
<ns1:origin>perf_mon</ns1:origin>
<ns1:target>vzclient1-6d9ea6b6-e470-424b-98ca-27dd10e49860</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:perf_mon>
    <ns1:data>
      <ns1:eid>1649d32f-3e18-6642-9690-4fe3cd406eb0</ns1:eid>
      <ns1:interval>
        <ns1:start_time>2007-06-28T17:22:35+0000</ns1:start_time>
        <ns1:end_time>2007-06-28T17:22:55+0000</ns1:end_time>
      </ns1:interval>
      <ns1:class>
        <ns1:name>counters_vz_cpu</ns1:name>
        <ns1:instance>
          <ns1:name></ns1:name>
          <ns1:counter>
            <ns1:name>counter_cpu_system</ns1:name>
            <ns1:value>
              <ns1:avg>180</ns1:avg>
              <ns1:min>87</ns1:min>
              <ns1:max>87</ns1:max>
              <ns1:cur>87</ns1:cur>
            </ns1:value>
          </ns1:counter>
```

```
        </ns1:instance>
      </ns1:class>
    </ns1:data>
  </ns1:perf_mon>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

set_log

Summary:

Sets the logging period for the specified performance class.

Request specification:

Name	Min/Max	Type	Description
set_log	1..1	logType (p. 453)	The class and the logging period information.

Returns:

OK/Error

Description:

System performance data is automatically collected by periodic collector operators at predefined time intervals. The default interval is 60 minutes. The set_log call allows you to modify the interval for each performance class individually. When you execute the call on the node that hosts Virtuozzo Containers, the change affects the host itself and all of the Containers hosted by it. See perf_mon:start_monitor (p. 391) for more info on performance classes. To get the current logging period settings, use the get_log_info call (p. 459).

Example:

Setting the logging period for the counters_cpu class to 1000 seconds.

Input

```
<packet version="4.0.0">
  <target>res_log</target>
  <data>
    <res_log>
      <set_log>
        <class>
          <name>counters_cpu</name>
        </class>
        <period>1000</period>
      </set_log>
    </res_log>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/res_log"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="7c45f6c95at72aeraa4"
time="2007-03-11T08:54:59+0000" priority="0" version="4.0.0">
<ns1:origin>res_log</ns1:origin>
<ns1:target>vzclient7</ns1:target>
<ns1:dst>
```

```
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:res_log>
    <ns1:ok/>
  </ns2:res_log>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_log_info

Summary:

Retrieves a list of performance classes with logging periods.

Request specification:

Name	Min/Max	Type	Description
get_log_info	1..1	none	

Returns:

Name	Min/Max	Type	Description
log_info	0..[]	logType (p. 453)	Current logging information.

Description:

System performance data is automatically collected by periodic collector operators at predefined time intervals. The default interval is 60 minutes but can be modified using the set_log call (p. 457). The get_log_info call allows you retrieve the current logging period settings. See perf_mon:start_monitor (p. 391) for more info on performance classes.

Example:

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>res_log</target>
  <data>
    <res_log>
      <get_log_info/>
    </res_log>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/res_log"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="56c45f6a71ft1366rdfc"
time="2007-03-11T07:21:54+0000" priority="0" version="4.0.0">
<ns1:origin>res_log</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:res_log>
    <ns2:log_info>
      <ns2:class>counters_cpu</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
```

```
    <ns2:log_info>
      <ns2:class>counters_disk</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_loadavg</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_memory</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_net</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_process</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_system</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_cpu</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_hw_net</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_loadavg</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_memory</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_net</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_process</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_quota</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_slm</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
      <ns2:class>counters_vz_system</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
    <ns2:log_info>
```

```
      <ns2:class>counters_vz_ubc</ns2:class>
      <ns2:period>3600</ns2:period>
    </ns2:log_info>
  </ns2:res_log>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

get_top

Summary:

Retrieves a list of the top resource consuming servers.

Request specification:

Name	Min/Max	Type	Description
get_top	1..1		
{			
parameter	1..1	string	The name of the "top" counter to use. The counter must be compatible with the servers specified in the eid_list element below.
count	0..1	int	The maximum number of servers to include in the report.
descending	0..1	none	Include this element to sort the result set by Server ID (eid) in descending order.
start_time	0..1	datetime_type	Start time of the log.
end_time	0..1	datetime_type	End time of the log.
eid_list	0..1	eid_listType (p. 36)	The IDs of the servers to include in the report. If this element is omitted, all known servers will be included (the total number of the servers may be limited by the value provided in the count element if present).
exclude	0..1	none	If this element is included, the list specified in the eid_list element will be treated as the list of the servers to exclude from the result.
}			

Returns:

Name	Min/Max	Type	Description
top	0..1		A list of the top resource-consuming servers.
{			
set	0..[]		
{			
eid	1..1	eid_type (p. 29)	Server ID.
value	1..1	anySimpleType	Resource consumption value.
}			

total	1..1	anySimpleType	An aggregate resource consumption value for all servers.
}			

Description:

The resource type for which you want to retrieve the data is specified in the `parameter` element and is the name of one of the "top" counters. The following table lists the available counters.

Virtuozzo Containers-specific counters

Counter name	Type	Units	Description
CPU			
counter_cpu_used	float	percent	Total CPU usage.
counter_cpu_share_used	float	percent	The real CPU usage of a Container against the CPU limit set for it.
Disk			
counter_disk_used	int	bytes	The amount of disk space in use.
counter_disk_share_used	float	percent	The ratio of the real disk space consumption by a Container against the disk space limit set for it.
Memory			
counter_memory_used	int	bytes	The total amount of memory used by a Container.
counter_memory_share_used	float	percent	The ratio of the real physical memory usage of a Container against the memory limit set for it.

Generic counters

Counter name	Type	Units	Description
CPU			
counter_cpu_used	float	percent	Total CPU usage.
counter_cpu_share_used	float	percent	The ratio of CPU time consumed by a server to current limit.
Disk			
counter_disk_used	int	bytes	The amount of disk space in use.
counter_disk_share_used	float	percent	The ratio of used disk space to current limit.
Memory			

counter_memory_used	int	bytes	Memory used by a server.
counter_memory_share_used	float	percent	The ratio of the real physical memory usage of a server against the memory limit set for it.
Network			
counter_net_incoming_bytes	int	bytes	Amount of incoming network traffic in bytes.
counter_net_incoming_packets	int	pcs	Amount of incoming network traffic in packets.
counter_net_outgoing_bytes	int	bytes	Amount of outgoing network traffic in bytes.
counter_net_outgoing_packets	int	pcs	Amount of outgoing network traffic in packets

Example:

The following example shows how to retrieve the top CPU consuming servers.

Input

```
<packet version="4.0.0">
  <target>res_log</target>
  <data>
    <res_log>
      <get_top>
         <parameter>counter_cpu_used</parameter>
          <descending/>
      </get_top>
    </res_log>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/res_log"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="6c48773cb6t2cd6r175c" time="2008-07-11T14:02:22+0000">
<origin>res_log</origin>
<target>vzclient8-67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <res_log>
    <top>
      <set>
        <eid>67cefb4a-9a6e-2d41-94aa-cbfd20fa3943</eid>
        <value>1.225704</value>
      </set>
      <set>
        <eid>a818c39a-05cc-6446-b7e5-110a795b38d2</eid>
        <value>0.352999</value>
      </set>
      <set>
```

```
        <eid>d69e58c3-ad4a-8841-8115-7e0388b4e52d</eid>
        <value>0.018739</value>
      </set>
      <set>
        <eid>44db5492-7942-f743-8cdf-4435928f309c</eid>
        <value>0.003821</value>
      </set>
      <set>
        <eid>856bb909-85b6-104b-ac59-32e3160c2bde</eid>
        <value>0.000492</value>
      </set>
      <set>
        <eid>ef3c252a-b342-3448-b4dc-591bb7ec6082</eid>
        <value>0.000000</value>
      </set>
      <total>1.601756</total>
    </top>
  </res_log>
</data>
<src>
  <director>gend</director>
</src>
</packet>
```

ip_poolm

Purpose:

The `ip_poolm` interface gives the ability to manage IP address pools and IP address allocations.

Types

resource_poolType -- OLD

Summary:

The base resource type structure. The subtypes of this type extend it adding elements that are specific to their respective resource types.

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`string`	Resource type. See the subtypes of `resource_poolType` for more information.

Subtypes:

`resource_ip_poolType` (p. 467)

resourceType

Summary:

Generic resource type.

Type specification:

The type has no elements.

Subtypes:

`resource_ipType` (p. 468)

resource_ip_poolType

Summary:

Contains the IP address pool configuration information.

Type specification:

Extends `resource_poolType` (p. 465).

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`1..1`	`string`	Resource type. The type of the IP resource is `resource_ip`.
`[`	`0..1`		Denotes a choice between `ip_range` and `ip`. You can specify a single IP address or a range of IP addresses.
`ip_range`	`1..1`		A range of IP addresses.
`{`			
`start_ip`	`1..1`	`ip_type` (p. 29)	First IP address in the range.
`end_ip`	`1..1`	`ip_type` (p. 29)	Last IP address in the range.
`}`			
`ip`	`1..1`	`ip_type` (p. 29)	A single IP address.
`]`			

Example:

The IP address range.

```
<type>resource_ip</type>
<ip_range>
  <start_ip>10.17.3.121</start_ip>
  <end_ip>10.17.3.125</end_ip>
</ip_range>
```

A single IP address

```
<type>resource_ip</type>
<ip>
  <start_ip>10.17.3.121</start_ip>
</ip>
```

resource_ipType

Summary:

Describes the IP address resource.

Type specification:

Extends `resourceType` (p. 466)

Adds the following elements:

Name	Min/Max	Type	Description
`ip`	`1..1`	`ip_type` (p. 29)	IP address.

Calls

Call	Description
add_ip_pool_range	Adds an IP address range to an IP pool.
allocate_ip	Allocates an IP address for a network device.
create_ip_pool	Creates an IP pool.
del_ip_pool_range	Removes an IP pool range from an IP pool.
destroy_ip_pool	Deletes an IP pool.
get_ip_pool_usage	Obtains statistics and allocation info for an IP pool.
list_ip_pool	Lists existing IP pools.
release_ip	Releases an allocated IP address.
set_ip_pool	Modifies the IP pool configuration.
slice_ip_pool_range	Moves an IP address range from one IP pool to another.

add_resource -- OLD

Summary:

Adds a resource to a resource pool.

Request specification:

IP address pool

Name	Min/Max	Type	Description
`add_resource`	`1..1`		
{			
`resource_pool`	`1..[]`	`resource_poolType` (p. 465)	The resource configuration. Use the appropriate subtype of `resource_poolType` (p. 465) to add a resource to the desired pool.
}			

Returns:

OK/Error

Description:

The call adds a resource to a resource pool. It does not check the validity of the resource or its general availability (other than basic syntax and format checking). It does check if the resource being added already exists in the pool.

Example:

Adding a range of IP address to the IP address pool.

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <add_resource>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
           <ip_range>
            <start_ip>10.17.3.125</start_ip>
            <end_ip>10.17.3.127</end_ip>
          </ip_range>
        </resource_pool>
      </add_resource>
    </resourcem>
  </data>
</packet>
```

remove_resource

Summary:

Removes a resource from resource pool.

Request specification:

Name	Min/Max	Type	Description
`remove_resource`	`1..1`		
{			
`resource_pool`	`1..[]`	`resource_poolType` (p. 465)	Resource to remove from a pool. Use the appropriate subtype of `resource_poolType` (p. 465) to remove a resource from the desired pool.
}			

Returns:

OK/Error

Description:

The call removes a resource from a pool. It does not check if the resource is in use. You can remove a single value or a range of resource values.

Example:

Removing a single IP address from the range that was previously added using the `add_resource` request (p. 469).

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <remove_resource>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
          <ip_range>
            <start_ip>10.17.3.125</start_ip>
            <end_ip>10.17.3.127</end_ip>
          </ip_range>
        </resource_pool>
      </remove_resource>
    </resourcem>
  </data>
</packet>
```

set_pool

Summary:

Deletes all resources from a resource pool and then adds the specified new resources.

Request specification:

Name	Min/Max	Type	Description
`set_pool`	`1..1`		
`{`			
`resource_pool`	`1..[]`	`resource_poolType` (p. 465)	The new resource pool configuration. Use the appropriate subtype of `resource_poolType` (p. 465) to set the resources for the desired pool.
`}`			

Returns:

OK/Error

Description:

The call first removes all resources from a given pool, and then adds the new ones. The call does not check if the resources are currently in use, and it does not check if the new values are valid or are, in general, available. If you pass an empty resource structure, the call will remove all resources from a pool without adding the new ones.

Example 1:

The following example removes all current resources from the IP address pool and the adds a new IP address range.

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <set_pool>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
          <ip_range>
            <start_ip>10.17.3.125</start_ip>
            <end_ip>10.17.3.127</end_ip>
          </ip_range>
        </resource_pool>
      </set_pool>
    </resourcem>
  </data>
</packet>
```

Example 2

The following example removes all resources from the IP address pool without adding any new resources.

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <set_pool>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
        </resource_pool>
      </set_pool>
    </resourcem>
  </data>
</packet>
```

get_pool

Summary:

Retrieves the list of resources from a resource pool.

Request specification:

Name	Min/Max	Type	Description
`get_pool`	`1..1`		
`{`			
`resource_pool`	`0..[]`	`resource_poolType` (p. 465)	Use this element to specify the type of the resource to get the configuration for. If this element is omitted, returns the configurations of all available pools.
`}`			

Returns:

Name	Min/Max	Type	Description
`resource_pool`	`0..[]`	`resource_poolType` (p. 465)	A list of resources. The actual data type returned depends on the given resource pool type. See the subtypes of `resource_poolType` (p. 465) for the available options.

Example:

Retrieving the IP pool configuration.

Input

```
<packet version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <get_pool>
        <resource_pool>
          <type>resource_ip</type>
        </resource_pool>
      </get_pool>
    </resourcem>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2dc45f980a0t1238r4e4"
time="2007-03-12T17:08:02+0000" priority="0" version="4.0.0">
<ns1:origin>resourcem</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:resourcem>
    <ns2:resource_pool xsi:type="ns2:resource_ip_poolType">
      <ns2:type>resource_ip</ns2:type>
      <ns2:ip_range>
        <ns2:start_ip>10.17.3.125</ns2:start_ip>
        <ns2:end_ip>10.17.3.127</ns2:end_ip>
      </ns2:ip_range>
    </ns2:resource_pool>
  </ns2:resourcem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

allocate -- OLD

Summary:

Allocates a resource from a resource pool.

Request specification:

Name	Min/Max	Type	Description
`allocate`	`1..1`		
`{`			
`resource_pool`	`0..1`	`resource_poolType` (p. 465)	Use this element to specify the type of the resource pool.
`resource`	`0..1`	`resourceType`	The resource to allocate (e.g. IP address). If this element is omitted, the resource will be allocated automatically from those available in the pool. Use the appropriate subtype of `resourceType` to match the resource type specified in the `resource_pool` element.
`count`	`0..1`	`int`	Number of resource items to allocate. If not specified, one item will be allocated.
`}`			

Returns:

Name	Min/Max	Type	Description
`resource`	`1..1`	`resourceType` (p. 61)	The allocated resource information.

Description:

Use the allocate call to allocate a resource from a resource pool. You can allocate a specific resource (for example, a specific IP address) or you can get the next available resource by omitting the `resource` element. Once the resource is allocated, you can use it in your application. For example, after you allocate an IP address, you can assign it to a server.

Example 1:

The following example shows how to allocate a specific IP address from the IP address pool.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
```

```
  <target>resourcem</target>
  <data>
    <resourcem>
      <allocate>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
        </resource_pool>
        <resource xsi:type="ns2:resource_ipType">
          <ip>10.17.3.127</ip>
        </resource>
      </allocate>
    </resourcem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3ac45ffded6t6b89r4e4"
time="2007-03-15T23:40:55+0000" priority="0" version="4.0.0">
<ns1:origin>resourcem</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:resourcem>
    <ns2:resource xsi:type="ns2:resource_ipType">
      <ns2:ip>10.17.3.127</ns2:ip>
    </ns2:resource>
  </ns2:resourcem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Example 2:

Automatically allocating an IP address from the IP address pool.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <allocate>
        <resource_pool xsi:type="ns2:resource_ip_poolType">
          <type>resource_ip</type>
        </resource_pool>
      </allocate>
    </resourcem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="43c45ffe196t22eer4e4"
time="2007-03-15T23:48:49+0000" priority="0" version="4.0.0">
<ns1:origin>resourcem</ns1:origin>
<ns1:target>vzclient8</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:resourcem>
    <ns2:resource xsi:type="ns2:resource_ipType">
      <ns2:ip>10.17.3.126</ns2:ip>
    </ns2:resource>
  </ns2:resourcem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

release

Summary:

Releases an allocated resource.

Request specification:

Name	Min/Max	Type	Description
`release`			
`{`			
`resource`	`1..[]`	`resourceType` (p. 61)	Resource to release.
`}`			

Returns:

OK/Error

Example:

The following example shows how to release an IP address that was previously allocated from the IP address pool.

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/resourcem"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>resourcem</target>
  <data>
    <resourcem>
      <release>
        <resource xsi:type="ns2:resource_ipType">
          <ip>10.17.3.127</ip>
        </resource>
      </release>
    </resourcem>
  </data>
</packet>
```

scheduler

Purpose:

The `scheduler` interface allows to schedule unattended running of Agent tasks. There's absolutely no restrictions on the type of the task that can be scheduled. Any request that can normally be sent to Agent can also be added to the scheduler to be executed on the specified date at the specified time, or to be executed on a periodic basis.

Types

daily_triggerType

Summary:

This type is used to define a daily schedule policy.

Type specification:

Extends `triggerType` (p. 486)

Adds the following elements:

Name	Min/Max	Type	Description
[			*The following elements constitute a choice group. You can use only one element from the group in a single call, but not two or all three together.*
`days_interval`	`1..1`	`int`	The day interval from the range of 1 to 365. The number here determines the number of days between firings. For example, to execute a task every day, specify 1; to execute a task every other day, specify 2, etc.
`workdays`	`1..1`	`none`	Execute the task every working day of the week (Monday through Friday) at the time specified in the `start_time` parameter for as many weeks (months, years) as determined by the `start_time` and `end_time` parameters.
`weekends`	`1..1`	`none`	Execute the task on Saturdays and Sundays only.
]			

Example:

Execute the task every day at midnight for two months.

```
<start_time>2007-03-01T00:00:00-0500</start_time>
<end_time>2007-05-01T00:00:00-0500</end_time>
<days_interval>1</days_interval>
```

Execute the task every Saturday and Sunday at 16:05 (4:05 pm) for 1 year.

```
<start_time>2007-03-01T16:05:00-0500</start_time>
<end_time>2008-03-01T16:05:00-0500</end_time>
<weekends/>
```

monthly_day_of_week_triggerType

Summary:

This type is used to define a monthly-day-of-week schedule policy.

Type specification:

Extends `triggerType` (p. 486)

Adds the following elements:

Name	Min/Max	Type	Description
`day_of_week`	`1..7`	`none`	The day of week on which to execute the task. The possible values are: `0` -- Sunday `1` -- Monday `2` -- Tuesday `3` -- Wednesday `4` -- Thursday `5` -- Friday `6` -- Saturday You may include as much as 7 occurrence of this element in a single packet. For example, to execute a task every Saturday and Monday, one occurrence should contain 6, and the other should contain 0.
`weekday_of_month`	`1..6`	`none`	The weekday of month on which to execute the task. The possible values are: `1` -- First `2` -- Second `3` -- Third `4` -- Forth `5` -- Fifth `6` -- Last You may include as many as 6 occurrence of this element in a single packet. For example, to execute a task every first and every second day-of-week of the month (for example Friday, the actual day is determined by the `day_of_week` parameter), one occurrence should contain 1 and the other should contain 2.

month_of_year	1..12	none	The month of the year from the range of 1 to 12 on which to execute the task. You may include as many as 12 occurrences of this element in a single packet. For example, to execute a task every January and December, one occurrence should contain 1 and the other should contain 12.

Examples:

Execute the task at midnight every last Friday of the month, March through May.

```
<start_time>2007-02-01T00:00:00-0500</start_time>
<day_of_week>5</day_of_week>
<weekday_of_month>6</weekday_of_month>
<month_of_year>3</month_of_year>
<month_of_year>4</month_of_year>
<month_of_year>5</month_of_year>
```

monthly_triggerType

Summary:

This type is used to define a monthly schedule policy.

Type specification:

Extends `triggerType` (p. 486)

Adds the following elements:

Name	Min/Max	Type	Description
`day_of_month`	`1..32`	`none`	The day of the month from the range of 1 to 31 (or 32 for the last day of the month) on which to execute the task. You may include as many as 32 occurrences of the element in a single packet, each specifying a day on which to execute a task. For example, to execute a task on the 1st and the last day of the month, one occurrence should contain 1 and the other occurrence should contain 32.
`month_of_year`	`1..12`	`none`	The month on which to execute the task from the range of 1 to 12. You may include as many as 12 occurrences of this element in a single packet, each specifying a month on which the task should be executed. For example, to execute a task every January and December, one occurrence should contain 1 and the other occurrence should contain 12.

Example:

Execute the task on July 4th of every year with no task expiration date.

```
<start_time>2007-03-01T16:05:00-0500</start_time>
<day_of_month>4</day_of_month>
<month_of_year>7</month_of_year>
```

Execute the task on the first and the last day of each month with no task expiration date.

```
<start_time>2007-03-01T16:05:00-0500</start_time>
<day_of_month>1</day_of_month>
<day_of_month>32</day_of_month>
<month_of_year>1</month_of_year>
<month_of_year>2</month_of_year>
<month_of_year>3</month_of_year>
<month_of_year>4</month_of_year>
<month_of_year>5</month_of_year>
<month_of_year>6</month_of_year>
<month_of_year>7</month_of_year>
<month_of_year>8</month_of_year>
```

```
<month_of_year>9</month_of_year>
<month_of_year>10</month_of_year>
<month_of_year>11</month_of_year>
<month_of_year>12</month_of_year>
```

once_triggerType

Summary:

This type is used to schedule a task to be executed only once. The date and time at which the task will be run is determined by the `start_time` parameter. The `end_time` parameter is not used here.

Type specification:

Extends `triggerType` (p. 486)

The type has no additional elements.

taskType

Summary:

Defines a scheduler task.

Type specification:

Name	Min/Max	Type	Description
`id`	`0..1`	`guid_type` (p. 29)	Task ID. The value is initially generated by Agent when the task is added to the scheduler. You will need this ID to perform other task operations, such as removing, listing, or updating the task.
`title`	`1..1`	`base64Binary`	Task title.
`description`	`0..1`	`base64Binary`	Task description.
`category`	`1..1`	`string`	Task category. This parameter is used by Virtuozzo Tools to identify the task category. You may use any value that you like here.
`triggers`	`1..1`		Schedule policy.
`{`			
`  trigger`	`1..1`	`triggerType` (p. 486)	This parameter determines how and when the task will be executed. Use the appropriate subtype of the `triggerType` depending on the schedule policy type (i,e, daily, weekly, etc.)
`}`			
`next_start`	`0..1`	`datetime_type` (p. 28)	This is a read-only parameter. Do not use it in the `add` (p. 489) or `update` (p. 494) calls. Indicates the date and time of the next firing according to the current schedule.

`packet`	`0..1`	`base64Binary`	This is the actual task, a base-64-encoded string containing a valid Agent XML message that will be executed according to the schedule specified in the `triggers` parameter (above).
`disabled`	`0..1`	`boolean`	Indicates whether the task is disabled or enabled. `true` -- the task is disabled. `false` or absent -- the task is enabled. You may use this parameter in the `update (p. 494)` call to enable or disable an existing task.

triggerType

Summary:

This is the base type defining the schedule policy. When adding a task to the scheduler, choose from one of the subtypes of this type depending on how and when you would like the task to be executed. See the sections that describe the subtypes of this type for the detailed descriptions and code example on how to compose a schedule.

Type specification:

Name	Min/Max	Type	Description
`start_time`	`1..1`	`datetime_type` (p. 28)	The date and time of a scheduler task activation. The date portion is not necessarily when the trigger will fire. The actual firing date is determined by other schedule policy parameters. The time portion determines the exact time when the task will be executed on the scheduled day(s).
`end_time`	`0..1`	`datetime_type` (p. 28)	The date and time of a scheduler task deactivation. If absent, the trigger will stay active indefinitely until it is disabled using the `update` call (p. 494) or removed from the scheduler using the `remove` call (p. 491).

Subtypes:

`once_triggerType` (p. 483)

`daily_triggerType` (p. 479)

`weekly_triggerType` (p. 487)

`monthly_triggerType (p. 482)`

`monthly_day_of_week_triggerType` (p. 480)

weekly_triggerType

Summary:

This type is used to define a weekly schedule policy.

Type specification:

Extends `triggerType` (p. 486)

Adds the following elements:

Name	Min/Max	Type	Description
`weeks_interval`	`1..1`	`int`	The week interval from the range of 1 to 52. The number here determines the number of weeks between firings. For example, to execute a task every week, specify 1; to execute a task every other week, specify 2, etc.
`day_of_week`	`1..7`	`none`	The days of the week to execute the task on. The possible values are as follows: `0` -- Sunday `1` -- Monday `2` -- Tuesday `3` -- Wednesday `4` -- Thursday `5` -- Friday `6` -- Saturday You may include as many as 7 occurrences of this element in a single packet, each specifying a day of the week on which the task should be execute. For example, to execute the task on every Monday and Wednesday, one occurrence should contain 1 and the other occurrence should contain 3.

Example:

Execute a task at midnight on every Monday, Wednesday, and Friday, every other week for 1 year.

```
<start_time>2007-03-01T00:00:00-0500</start_time>
<end_time>2008-03-01T00:00:00-0500</end_time>
<weeks_interval>2</weeks_interval>
<day_of_week>1</day_of_week>
<day_of_week>3</day_of_week>
<day_of_week>5</day_of_week>
```

Calls

Call	Description
add (p. 489)	Adds a task to the scheduler.
remove (p. 491)	Removes a task from the scheduler.
list (p. 492)	Lists existing tasks.
update (p. 494)	Updates an existing task.

add

Summary:

Adds a task to the scheduler.

Request specification:

Name	Min/Max	Type	Description
add	1..1		
{			
task	1..1	taskType (p. 484)	Task definition.
}			

Returns:

Name	Min/Max	Type	Description
task	1..1	taskType (p. 484)	The ID that was assigned to the task.

Description:

See taskType (p. 484) for the descriptions and examples of how to schedule a task.

It is possible to set the maximum allowable number of simultaneously scheduled tasks, which is usually done in order to avoid scheduler overflow. The number is defined in the Agent configuration. The parameter name is max_tasks_count, which is located in the scheduler/configuration section.

Example:

Input

```
<packet version="4.0.0"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/scheduler"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <target>scheduler</target>
  <data>
    <scheduler>
      <add>
        <task>
          <title>Backup for 0e7f210d-a8aa-5b44-99f2-f1596a817956</title>
          <triggers>
          <trigger
              xsi:type="ns1:once_triggerType"><start_time>2010-03-
04T12:20:01+0100</start_time>
          </trigger>
</triggers><packet>PHBhY2tldCBpZD0iOTkiIGxvZz0ib24iIHZlcnNpb249IjQuMC4wIj48dGFyZ2V0PmJh
Y2t1cG08L3RhcmdldD48ZGF0YT48YmFja3VwbT48YmFja3VwX2Vudj48ZW52X2xpc3Q+PGVpZC4wZTdmMjEwZC1
hOGFhLTViNDQtOTlmMi1mMTU5NmE4MTc5NTY8L2VpZD48L2Vudl9saXN0PjwvYmFja3VwX2Vudj48L2JhY2t1cG
0+PC9kYXRhPjwvcGFja2V0PgA=</packet>
```

```
        </task>
      </add>
    </scheduler>
  </data>
</packet>
```

Output

The output contains the task ID.

```
<?xml version="1.0" encoding="UTF-8"?><packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/scheduler"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0" priority="0"
id="4c4cefc413t4ae1r4c4" type="0" time="2010-11-26T02:27:59+0000">
<origin>scheduler</origin>
<target>vzclient23-89bc4bb1-6e87-6271-fd2e-a332696dae7a</target>
<dst>
 <director>gend</director>
</dst>
<data>
 <scheduler>
  <id>e79e76d3-83af-4e10-8f7d-fd81568233f2</id>
 </scheduler>
</data>
<src>
 <director>gend</director>
</src>
</packet>
```

remove

Summary:

Removes an existing task from scheduler.

Request specification:

Name	Min/Max	Type	Description
`remove`	`1..1`		
`{`			
`id`	`1..1`	`guid_type` (p. 29)	Task ID. Use the `list` call (p. 492) to get a list of the existing tasks.
`}`			

Returns:

OK/Error

Description:

Removes a task from scheduler that was previously added with the `add` request (p. 489). This operation is irreversible. Once the task is removed, it cannot be recovered. To temporarily disable the task, use the `update` call (p. 494) specifying the `disabled` parameter.

Example:

```
<packet>
  <target>scheduler</target>
  <data>
    <scheduler>
      <remove>
        <id>da696f91-887e-460e-bd42-93f161f6afc6</id>
      </remove>
    </scheduler>
  </data>
</packet>
```

list

Summary:

Lists existing tasks.

Request specification:

Name	Min/Max	Type	Description
list	1..1		
{			
id	0..1	guid_type (p. 29)	Task ID. If this element is omitted, the call returns all existing tasks.
}			

Returns:

Name	Min/Max	Type	Description
task	1..[]	taskType (p. 484)	Task list.

Example:

Input

```
<packet version="4.0.0">
  <target>scheduler</target>
  <data>
    <scheduler>
      <list/>
    </scheduler>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/scheduler"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="6c45e6d45ft2cd6rf2c"
time="2007-02-28T12:36:31+0000" priority="0" version="4.0.0">
<ns1:origin>scheduler</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:scheduler>
    <ns2:task>
      <ns2:id>f40d0ba4-e561-4d4a-a1f4-01e0156a91f5</ns2:id>
      <ns2:title>Test-Backup</title>
        <ns2:triggers>
          <ns2:trigger xsi:type="daily_triggerType">
            <ns2:start_time>2007-03-01T00:00:00-0500</ns2:start_time>
            <ns2:end_time>2007-05-01T00:00:00-0500</ns2:end_time>
            <ns2:days_interval>1</ns2:days_interval>
          </ns2:trigger>
        </ns2:triggers>
```

```
<ns2:packet>PHBhY2tldCB2ZXJzaW9uPSI0LjAuMCI+PHRhcmdldD5iYWNrdXBtPC90YXJnZXQ+PGRhdGE+PGJ
hY2t1cG0+PGJhY2t1cF9lbnY+PGVudl9saXN0PjxlaWQ+NTdjMmNkNmMtYzAyYi00NjQ1LWJkYjUtZTg4M2VhMD
A1ODk2PC9laWQ+PC9lbnZfbGlzdD48YmFja3VwX29wdGlvbnM+PHR5cGU+MDwvdHlwZT48Y29tcHJlc3Npb24+M
jwvY29tcHJlc3Npb24+PGRlc2NyaXB0aW9uPlJuVnNiQ0JpWVdOcmRYQWdNakF3Tnkwd01TMHhNZz09PC9kZXNj
cmlwdGlvbj48L2JhY2t1cF9vcHRpb25zPjxnbG9iYWwvPjwvYmFja3VwX2Vudj48L2JhY2t1cG0+PC9kYXRhPjw
vcGFja2V0Pg==</ns2:packet>
    </ns2:task>
  </ns2:scheduler>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

update

Summary:

Updates an existing task.

Request specification:

Name	Min/Max	Type	Description
`update`	`1..1`		
{			
`task`	`1..1`	`taskType` (p. 484)	Task definition.
}			

Returns:

OK/Errors.

Description:

The `update` call completely removes the specified task first and then inserts the new values, thus completely replacing the existing task (the task ID is preserved, however). If you would like to update a specific parameter (for example, to disable a task or to change its schedule policy), you will first have to retrieve the entire task definition using the `list` call (p. 492). Once you have the original task data, update the parameters in this structure as needed, and then pass the updated structure to the `update` call.

Example:

```
<packet xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>scheduler</target>
  <data>
    <scheduler>
      <update>
        <task>
          <id>f40d0ba4-e561-4d4a-a1f4-01e0156a91f5</id>
          <title>Test-Backup</title>
            <triggers>
              <trigger xsi:type="daily_triggerType">
                <start_time>2007-03-01T00:00:00-0500</start_time>
                <end_time>2007-05-01T00:00:00-0500</end_time>
                <days_interval>1</days_interval>
              </trigger>
            </triggers>
           <packet>The actual task (XML) goes here</packet>
           <disabled>true</disabled>
        </task>
      </update>
    </scheduler>
  </data>
</packet>
```

servicem

Purpose:

The `servicem` interface allows to manage operating system services.

Types

service_actionType

Summary:

The `service_actionType` structure contains the basic service properties.

Type specification:

Name	Min/Max	Type	Description
`service`	`1..1`		
`{`			
`name`	`1..1`	`string`	Service name.
`level`	`0..[]`	`byte`	Service run levels.
`xinetd`	`0..1`	`none`	Indicates that this is a xinetd service.
`}`			

serviceType

Summary:

The `serviceType` structure contains the extended service information.

Type specification:

Name	Min/Max	Type	Description
`service`			
`{`			
`name`	`1..1`	`string`	Service name.
`display_name`	`0..1`	`base64Binary`	Display name.
`level`	`0..[]`	`byte`	Run levels.
`state`	`0..1`	`boolean`	Service state: `true` -- started `false` -- stopped
`readonly`	`0..1`	`none`	Indicates that it is not recommended to change any settings for this service.
`xinetd`	`0..1`	`none`	Indicates that the service is managed by xinetd service.
`description`	`0..1`	`base64Binary`	Service description.
`status`	`0..1`	`string`	Service status (started, stopped, paused).
`startup_type`	`0..1`	`string`	Startup type (manual, automatic, disabled).
`logon_as`	`0..1`	`string`	The logon account assigned to the service.
`dependent`	`0..[]`	`string`	A list of services that depend on this service.
`depended_on`	`0..[]`	`string`	A list of services that this service depends on.
`}`			

Calls

Call	Description
get (p. 498)	Retrieves service information.
set (p. 501)	Sets service levels.
start (p. 502)	Starts a service.
stop (p. 503)	Stops a service.
restart (p. 504)	Restarts a service.
set_startup_type (p. 505)	Sets the startup type for a service.

get

Summary:

Retrieves information about system services.

Request specification:

Name	Min/Max	Type	Description
`get`			
`{`			
`name`	`0..1`	`string`	The name of the service to retrieve the information for. If absent, the information for all services will be retrieved.
`state`	`0..1`	`none`	If present, current service state will be retrieved.
`level`	`0..1`	`none`	If present, the service levels will be retrieved.
`dependencies`	`0..1`	`none`	If present, the service dependencies information will be retrieved.
`}`			

Returns:

Name	Min/Max	Type	Description
`service`	`1..[]`	`serviceType` (p. 496)	Service information.

Description:

The call retrieves a list of services from the current server. You can retrieve the information for a particular service or for all available services. You can also control which service properties will be retrieved by supplying the appropriate parameters. Retrieving such properties as state, level, and dependencies can be a time consuming operation. Please keep that in mind when retrieving a complete list of services. The best practice would be to retrieve just the base service information (all optional parameters are omitted) and then to retrieve the details for each service individually when needed.

The `readonly` element, if present, indicates that the service has the highest possible severity level. It is not recommended to change the settings for such a service. The element will also be present if there's no entry in the Agent vocabulary for this service (i.e. Agent is not aware of it), in which case it is up to you to decide how to handle it.

Example 1:

Retrieving the `TlntSvr` (Telnet) service details, including state, and dependencies from the specified server.

Input

```
<packet version="4.0.0">
  <dst>
    Host74ee4ead-577a-438d-a22b-978922ecdac0</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <get>
        <name>TlntSvr</name>
        <state/>
        <dependencies/>
      </get>
    </servicem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/servicem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0" id="6c460004b2t2cd6rd7c"
time="2007-03-20T15:59:13+0000" priority="0" version="4.0.0">
<ns1:origin>74ee4ead-577a-438d-a22b-978922ecdac0</ns1:origin>
<ns1:dst>
  <director>gend</director>
  <target>vzclient2</target>
</ns1:dst>
<ns1:data>
  <ns2:servicem>
    <ns2:service>
      <ns2:name>TlntSvr</ns2:name>
      <ns2:readonly/>
<ns2:description>RW5hYmxlcyBhIHJlbW90ZSB1c2VyIHRvIGxvZyBvbiB0byB0aGlzIGNvbXB1dGVyIGFuZC
BydW4gcHJvZ3JhbXMsIGFuZCBzdXBwb3J0cyB2YXJpb3VzIFRDUC9JUCBUZWxuZXQgY2xpZW50cywgaW5jbHVka
W5nIFVOSVgtYmFzZWQgYW5kIFdpbmRvd3MtYmFzZWQgY29tcHV0ZXJzLiBJZiB0aGlzIHNlcnZpY2UgaXMgc3Rv
cHBlZCwgcmVtb3RlIHVzZXIgYWNjZXNzIHRvIHByb2dyYW1zIG1pZ2h0IGJlIHVuYXZhaWxhYmxlLiBJZiB0aGl
zIHNlcnZpY2UgaXMgZGlzYWJsZWQsIGFueSBzZXJ2aWNlcyB0aGF0IGV4cGxpY2l0bHkgZGVwZW5kIG9uIGl0IH
dpbGwgZmFpbCB0byBzdGFydC4=</ns2:description>
      <ns2:state>0</ns2:state>
      <ns2:display_name>VGVsbmV0</ns2:display_name>
      <ns2:status>Stopped</ns2:status>
      <ns2:startup_type>Disabled</ns2:startup_type>
      <ns2:logon_as>NT AUTHORITY\LocalService</ns2:logon_as>
      <ns2:depended_on>RPCSS</ns2:depended_on>
      <ns2:depended_on>TCPIP</ns2:depended_on>
      <ns2:depended_on>NTLMSSP</ns2:depended_on>
    </ns2:service>
  </ns2:servicem>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>servicem</ns1:target>
</ns1:src>
<ns1:target>vzclient2</ns1:target>
</ns1:packet>
```

Example 2:

Retrieving the `crond` service details, including states and levels from a server.

Input

```
<packet version="4.0.0">
  <target>servicem</target>
  <data>
    <servicem>
      <get>
        <name>crond</name>
        <state/>
        <level/>
      </get>
    </servicem>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/servicem"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="2c45ffff73t18ber98c"
time="2007-03-16T01:19:18+0000" priority="0" version="4.0.0">
<ns1:origin>servicem</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
  <ns2:servicem>
    <ns2:service>
      <ns2:name>crond</ns2:name>
      <ns2:readonly/>
<ns2:description>Y3JvbiBpcyBhIHN0YW5kYXJkIFVOSVggcHJvZ3JhbSB0aGF0IHJ1bnMgdXNlci1zcGVjaW
ZpZWQgIHByb2dyYW1zIGF0IHBlcmlvZGljIHNjaGVkdWxlZCB0aW1lcy4gdml4aWUgY3JvbiBhZGRzIGEgIG51b
WJlciBvZiBmZWF0dXJlcyB0byB0aGUgYmFzaWMgVU5JWCBjcm9uLCBpbmNsdWRpbmcgYmV0dGVyICBzZWN1cml0
eSBhbmQgbW9yZSBwb3dlcmZ1bCBjb25maWd1cmF0aW9uIG9wdGlvbnMu</ns2:description>
      <ns2:state>1</ns2:state>
      <ns2:level>2</ns2:level>
      <ns2:level>3</ns2:level>
      <ns2:level>4</ns2:level>
      <ns2:level>5</ns2:level>
    </ns2:service>
  </ns2:servicem>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

set

Summary:

Sets run levels for the specified services.

Request specification:

Name	Min/Max	Type	Description
set	1..[]	service_actionType (p. 495)	

Returns:

OK/Error.

Description:

This call sets run levels for the specified services. The call is executed internally in two stages:

1. The current run levels are erased.
2. The new run levels are set.

If a service doesn't exist, an error will be returned.

Example:

Setting run level 2 for `httpd` service in the specified server.

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <set>
        <service>
          <name>httpd</name>
          <level>2</level>
        </service>
      </set>
    </servicem>
  </data>
</packet>
```

start

Summary:

Starts the specified services.

This is a logged operation.

Request specification:

Name	Min/Max	Type	Description
`start`	`1..[]`	`service_actionType` (p. 495)	

Returns:

OK/Error.

Description:

The call starts the specified service or services. If a service doesn't exist or cannot be started, an error will be returned.

Example:

Starting the `Telnet` service in the specified server.

```
<packet version="4.0.0">
  <dst>
    Host74ee4ead-577a-438d-a22b-978922ecdac0</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <start>
        <service>
          <name>TlntSvr</name>
        </service>
      </start>
    </servicem>
  </data>
</packet>
```

stop

Summary:

Stops the specified services.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
`stop`	`1..[]`	`service_actionType` (p. 495)	
`force`	`0..1`	`none`	If present, the services that depend on this service will be stopped.

Returns:

OK/Error

Description:

The call stops the specified service or services. If a service doesn't exist or cannot be stopped, an error will be returned.

Example:

Stopping the `Telnet` service in the specified server.

```
<packet version="4.0.0">
  <dst>
    Host74ee4ead-577a-438d-a22b-978922ecdac0</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <stop>
        <service>
          <name>TlntSvr</name>
        </service>
      </stop>
    </servicem>
  </data>
</packet>
```

restart

Summary:

Restarts the specified services.

A logged operation.

Request specification:

Name	Min/Max	Type	Description
`restart`	`1..[]`	`service_actionType` (p. 495)	

Returns:

OK/Error.

Description:

The call restarts the specified services. If a service doesn't exist or cannot be stopped or started, an error will be returned.

Example:

Restarting the `Telnet` service in the specified server.

```
<packet version="4.0.0">
  <dst>
    Host74ee4ead-577a-438d-a22b-978922ecdac0</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <restart>
        <service>
          <name>TlntSvr</name>
        </service>
      </restart>
    </servicem>
  </data>
</packet>
```

set_startup_type

Summary:

Sets startup type for the specified service.

Request specification:

Name	Min/Max	Type	Description
`set_startup_type`	`1..[]`		
`{`			
`name`	`1..1`	`string`	Service name.
`startup_type`	`1..1`	`string`	Startup type: `Automatic` -- specifies that the service starts automatically when the system starts. `Manual` -- specifies that a user or a dependent service can start the service. Services with this startup type do not start automatically when the system starts. `Disabled` -- prevents the service from being started by the system, user, or any dependent service.
`}`			

Returns:

OK/Error.

Example:

Sets the startup type for `Telnet` service in the specified server to `Manual`.

```
<packet version="4.0.0">
  <dst>
    Host74ee4ead-577a-438d-a22b-978922ecdac0</host>
  </dst>
  <target>servicem</target>
  <data>
    <servicem>
      <set_startup_type>
        <name>TlntSvr</name>
        <startup_type>Manual</startup_type>
      </set_startup_type>
    </servicem>
  </data>
```

```
</packet>
```

sessionm

Purpose:

The session management interface. Allows managing client sessions.

Types

sessionType

Summary:

Contains information about a session.

Type specification:

Name	Min/Max	Type	Description
id	1..1	string	The session ID.
creation	1..1	datetime_type (p. 28)	Time of creation.
access	1..1	datetime_type (p. 28)	Last access time.
user	1..1	auth_nameType (p. 33)	The session owner.
expiration	0..1	int	Timeout value. If this element is absent in the Agent response, it means that the session is persistent and never times out.
stamp	0..1	string	*Internal. Not used in client calls.* Session timestamp
data	0..[]	dataType	*Internal. Not used in client calls.* Session-level custom data.
token	0..1	tokenType	The session owner security information.

Calls

Call	Description
login (p. 508)	Logs the user in and creates a new session.
logout (p. 511)	Logs the user out and destroys a session.
duplicate_session (p. 512)	Creates an additional session for the user.
verify (p. 514)	Verifies the existence and validity of a session.
put (p. 515)	Adds custom data to the session context storage.
get (p. 517)	Retrieves data from the session context storage.
list_sessions (p. 519)	Returns a list of existing sessions.
register_client (p. 521)	Registers a client with the Agent. Used with the `count_registered` call to implement licensing functionality in the client software.
count_registered (p. 523)	Provides information about the clients that are currently registered with the Agent. Used with the `register_client` call to implement licensing functionality in the client software.

login

Summary:

Logs the user in using the supplied credentials and creates a new session.

Specification:

Name	Min/Max	Type	Description
`login`		`auth_nameType` (p. 33)	
`{`			
`password`	`1..1`	`base64Binary`	User password.
`expiration`	`0..1`	`int`	The timeout value that you would like to use for this session. If the element is omitted, the default timeout value will be used.
`}`			

Returns:

Name	Min/Max	Type	Description
`session_id`	`0..1`	`string`	The ID of the new session.
`token`	`0..1`	`tokenType` (p. 66)	A token containing the user security information.

Description:

The `login` call authenticates a specified user and creates a new session. If authentication is successful, the response message will contain the new session ID, which must be included in every subsequent Agent request that this user initiates. Before you can use this call, you must establish a permanent connection with Agent using the `system/login` call (p. 606). The difference between the two calls is that `system/login` (p. 606) initiates a permanent, default session for the physical connection that your program is using. There can be only one permanent session per connection. The `session/login` call (the call described here) creates a temporary user session and can be used to create as many sessions as necessary.

When sending requests through the connection established by the `sessionm/login` call, you must include the session ID in every call using the `session` element in the message header. Failure to do so will result in the message being sent using the default session created by the `system/login` call. The following example shows how to include the session ID in an Agent message.

```
<packet version="4.0.0">
  <session>your_session_id_goes_here</session>
  <data>
    ............
  </data>
</packet>
```

User sessions expire after some predefined period of inactivity or after the timeout limit specified in the `expiration` parameter is reached. The default session timeout value is specified in the Agent configuration. If the `expiration` element is included in the request then its value overrides the default timeout value. Each request sent while a temporary session is still active resets the session timeout to its initial state.

Example:

Logging in as `root` using the system realm.

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <login>
        <name>cm9vdA==</name>
        <realm>00000000-0000-0000-0000-000000000000</realm>
        <password>bXlwYXNz</password>
      </login>
    </sessionm>
  </data>
</packet>
```

Ouput

Receiving back the session ID and a token containing the user security information.

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/sessionm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="24c46725c2et124r81c"
time="2007-06-15T04:50:45+0000" priority="0" version="4.0.0">
<ns1:origin>sessionm</ns1:origin>
<ns1:target>vzclient4-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:sessionm>
    <ns2:session_id>vzl.40000.4.638a2a56-e689-c340-877d-
bd0470f2448c..dc46721aa5t3f82177r1bfa</ns2:session_id>
    <ns2:token xsi:type="ns3:tokenType">
      <ns3:user>AQUAAAAAIAFWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:user>
      <ns3:groups>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAQAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMCgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAwAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMBAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMBgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIAFWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:sid>
      </ns3:groups>
      <ns3:deny_only_sids/>
      <ns3:privileges/>
```

```
    </ns2:token>
  </ns2:sessionm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Sending a request using the new session.

Input

```
<packet version="4.0.0" id="2">
  <session>vzl.40000.4.638a2a56-e689-c340-877d-
bd0470f2448c..dc46721aa5t3f82177r1bfa</session>
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_list/>
    </vzaenvm>
  </data>
</packet>
```

login_as

Summary:

Logs user in using the specified user SID (security ID).

Request specification:

Name	Min/Max	Type	Description
`login_as`			
{			
`sid`	`1..1`	`sidType` (p. 30)	User security ID.
}			

Returns:

Session ID or Error.

Name	Min/Max	Type	Description
`session_id`	`0..1`	`string`	The ID of the new session.
`token`	`0..1`	`tokenType` (p. 66)	A token containing the user security information.

Description:

Please see the `login` call (p. 508) description for more information about the Agent login procedure.

logout

Summary:

Terminates the specified user session.

Request specification:

Name	Min/Max	Type	Description
`logout`			
`{`			
`session_id`	`1..1`	`string`	Session ID.
`}`			

Returns:

OK/Error

Description:

If the session has pending requests, the requests will be canceled. If you have custom data in the session storage, the data will be discarded.

Example:

Input

```
<packet version="4.0.0">
  <target>sessionm</target>
  <data>
    <sessionm>
      <logout>
        <session_id>vzl.40000.c60e1c63-cf1f-467a-ad68-
e9261ac3c22d.10c44685c8btbb3</session_id>
      </logout>
    </sessionm>
  </data>
</packet>
```

Ouput

```
<packet id="dc446862b1t41bb" version="4.0.0">
  <origin>sessionm</origin>
  <session>vzl.30100.c60e1c63-cf1f-467a-ad68-e9261ac3c22d.ec44685c83t26e9</session>
  <data>
    <sessionm>
      <ok/>
    </sessionm>
  </data>
</packet>
```

duplicate_session

Summary:

Duplicates an existing session.

Request specification:

Name	Min/Max	Type	Description
`duplicate_session`			
`{`			
`session_id`	`0..1`	`string`	The ID of the session to duplicate.
`expiration`	`0..1`	`int`	The session timeout value, in seconds. The specified value will be used for this session only and will not affect the original session. If this element omitted, the default timeout value will be used (defined in the Agent configuration).
`}`			

Returns:

Name	Min/Max	Type	Description
`session_id`	`0..[]`	`string`	The new session ID.
`token`	`0..1`	`tokenType` (p. 66)	A token containing the user security information.
`pass`	`0..1`	`auth_nameType` (p. 33)	The user login information.

Description:

The `duplicate_session` call creates a new session for the user who is currently associated with another active session (the original session for the same user stays intact). After submitting this request, you may use either session to execute requests in this user's name. Use this call if you need an additional session for the user but don't want to make the user enter his/her login and password again.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <duplicate_session>
        <session_id>vzl.40000.4.638a2a56-e689-c340-877d-
bd0470f2448c..dc46721aa5t3f82177r1bfa</session_id>
      </duplicate_session>
    </sessionm>
```

```
  </data>
</packet>
```

Ouput

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/sessionm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="26c46725f75t440dr81c"
time="2007-06-15T04:59:52+0000" priority="0" version="4.0.0">
<ns1:origin>sessionm</ns1:origin>
<ns1:target>vzclient4-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:sessionm>
    <ns2:session_id>vzl.40000.4.638a2a56-e689-c340-877d-
bd0470f2448c..fc46721cc8t1c35c305r1bfa</ns2:session_id>
    <ns2:token xsi:type="ns3:tokenType">
      <ns3:user>AQUAAAAAIAFWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:user>
      <ns3:groups>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAQAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMCgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMAwAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMBAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIABWKopjieZAw4d9vQRw8kSMBgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIAFWKopjieZAw4d9vQRw8kSMAAAAAA==</ns3:sid>
      </ns3:groups>
      <ns3:deny_only_sids/>
      <ns3:privileges/>
    </ns2:token>
  </ns2:sessionm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

verify

Summary:

Verifies that the specified session exists and is valid.

Request specification:

Name	Min/Max	Type	Description
`verify`			
`{`			
`session_id`	`1..1`	`string`	Session ID.
`}`			

Returns:

OK/Error

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <verify>
        <session_id>vzl.YWRtaW4=.bG9jYWw=.30002.040cbfab-999c-49a9-9985-
27a2a3efc3b7.ac4408afb0t7f818572</session_id>
      </verify>
    </sessionm>
  </data>
</packet>
```

Ouput

```
<packet id="2" version="4.0.0">
  <origin>sessionm</origin>
  <session>vzl.YWRtaW4=.bG9jYWw=.30002.040cbfab-999c-49a9-9985-
27a2a3efc3b7.ac4408afb0t7f818572</session>
  <data>
    <sessionm>
      <ok/>
    </sessionm>
  </data>
</packet>
```

put

Summary:

Adds custom data to the session context storage.

Request specification:

Name	Min/Max	Type	Description
put			
{			
session_id	1..1	string	Session ID.
data	1..[]		User data.
{			
key	1..1	string	Key.
value	0..1	anyType	Value.
}			
}			

Returns:

OK/Error

Description:

The request accepts the supplied key-value pair(s) and adds it to the session context storage. You may choose your own names for the keys and you may store any type of data you require. The data will stay in the storage for as long as the session exists and can be retrieved during that time by using the `get` call. To modify an existing key value, use the key name and a new value. To delete the value, leave the `value` element empty (this does not remove the key from the storage but only changes the value to an empty string). Once the session is destroyed, the data is discarded.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <put>
        <session_id>vzl.40000.c60e1c63-cf1f-467a-ad68-
e9261ac3c22d.14c446863b2t7e87</session_id>
        <data>
          <key>mykey</key>
          <value>c29tZSB2YWx1ZQ==</value>
        </data>
      </put>
    </sessionm>
```

```
  </data>
</packet>
```

Ouput

```
<packet id="15c44686876t390c" version="4.0.0">
  <origin>sessionm</origin>
  <session>vzl.40000.c60e1c63-cf1f-467a-ad68-e9261ac3c22d.14c446863b2t7e87</session>
  <data>
    <sessionm>
      <ok/>
    </sessionm>
  </data>
</packet>
```

get

Summary:

Retrieves data from the session context storage.

Request specification:

Name	Min/Max	Type	Description
`get`			
`{`			
`session_id`	`1..1`	`string`	Session ID.
`key`	`0..[]`	`string`	Key.
`}`			

Returns:

- Empty packet if the specified key does not exist.
- Error on failure.
- Data on success:

Name	Min/Max	Type	Description
`data`	`0..[]`		
`{`			
`key`	`1..1`	`string`	Key.
`value`	`1..1`	`anyType`	Value.
`}`			

Description:

The request retrieves the data from the session context storage that was saved their earlier using the `put` call (p. 515). Specify the same key name(s) that you used when you were saving the data that you want to retrieve.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <get>
       <session_id>vzl.40000.c60e1c63-cf1f-467a-ad68-
e9261ac3c22d.14c446863b2t7e87</session_id>
       <key>mykey</key>
      </get>
    </sessionm>
  </data>
```

```
</packet>
```

Ouput

```
<packet id="16c44686934tf3e" version="4.0.0">
  <origin>sessionm</origin>
  <session>vzl.40000.c60e1c63-cf1f-467a-ad68-e9261ac3c22d.14c446863b2t7e87</session>
  <data>
    <sessionm>
      <data>
        <key>mykey</key>
        <value>c29tZSB2YWx1ZQ==</value>
      </data>
    </sessionm>
  </data>
</packet>
```

list_sessions

Summary:

Returns a list of existing sessions.

Request specification:

Name	Min/Max	Type	Description
list_sessions		none	

Returns:

Name	Min/Max	Type	Description
session		sessionType (p. 506)	Session information.

Description:

The call retrieves a list of all existing sessions from the session storage of the local Agent.

Example:

Input

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
    <sessionm>
      <list_sessions/>
    </sessionm>
  </data>
</packet>
```

Ouput

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/sessionm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="27c4672638ft491cr81c"
time="2007-06-15T05:11:14+0000" priority="0" version="4.0.0">
<ns1:origin>sessionm</ns1:origin>
<ns1:target>vzclient4-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:sessionm>
    <ns2:session>
      <ns2:id>vzl.40000.4.638a2a56-e689-c340-877d-
bd0470f2448c..bc46721459t25f803abr1bfa</ns2:id>
      <ns2:user xsi:type="ns3:auth_nameType">
        <ns3:name>cm9vdA==</ns3:name>
        <ns3:realm>00000000-0000-0000-0000-000000000000</ns3:realm>
      </ns2:user>
      <ns2:creation>2007-06-15T04:23:53+0000</ns2:creation>
      <ns2:access>2007-06-15T04:23:53+0000</ns2:access>
```

```
      <ns2:expiration>10800</ns2:expiration>
      <ns2:stamp>0.0</ns2:stamp>
    </ns2:session>
    <ns2:session>
      <ns2:id>vzl.40000.65537.638a2a56-e689-c340-877d-
bd0470f2448c..3c46713f60t5082dbdfr1bfa</ns2:id>
      <ns2:user xsi:type="ns3:auth_nameType">
        <ns3:name>dnphZ2VudA==</ns3:name>
        <ns3:realm>00000000-0000-0000-0000-000000000000</ns3:realm>
      </ns2:user>
      <ns2:creation>2007-06-14T13:15:12+0000</ns2:creation>
      <ns2:access>2007-06-14T13:15:12+0000</ns2:access>
      <ns2:stamp>0.0</ns2:stamp>
    </ns2:session>
    <ns2:session>
      <ns2:id>vzl.40000.65537.638a2a56-e689-c340-877d-
bd0470f2448c..7c4671710bt70810fc0r1bfa</ns2:id>
      <ns2:user xsi:type="ns3:auth_nameType">
        <ns3:domain></ns3:domain>
        <ns3:name>cm9vdA==</ns3:name>
        <ns3:realm>00000000-0000-0000-0000-000000000000</ns3:realm>
      </ns2:user>
      <ns2:creation>2007-06-14T16:47:07+0000</ns2:creation>
      <ns2:access>2007-06-14T16:47:07+0000</ns2:access>
      <ns2:stamp>0.0</ns2:stamp>
    </ns2:session>
  </ns2:sessionm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

register_client

Summary:

Registers a client with the Agent. Used with `count_registered` call (p. 523) to implement licensing functionality in the client software.

Request specification:

Name	Min/Max	Type	Description
`register_client`			
`{`			
`id`	`1..1`	`string`	An arbitrary string representing the client ID. For example, this could be some constant string identifying a version of your client software (to limit the number of simultaneous connections from your software to a given Agent).
`session_id`	`1..1`	`string`	Session ID.
`}`			

Returns:

OK/Error

Description:

The `register_client` call and the `count_registered` call (p. 523) allow to keep track of the logged in clients and to limit the number of concurrent connections from the same client application to a given Agent. The following describes a typical usage scenario.

As soon as a client establishes a connection with Agent, use the `count_registered` call (p. 523) to get the number of currently registered clients with the same ID. Depending on the result, one of the following should happen:

- If the number is less then the maximum allowed number of concurrent connections from the same client (you pick the max number yourself), the login is granted. The new connection is then registered with Agent using the `register_client` call.
- If the number is equals to or greater than the maximum allowed number of connections, the login is denied and the connection is terminated.

It is not necessary to unregister the connection when the client logs off, as Agent does that automatically.

Example:

```
<packet version="4.0.0" id="2">
  <target>sessionm</target>
  <data>
```

```
    <sessionm>
      <register_client>
        <id>license_id_333</id>
        <session_id>vzl.40000.65537.1b7066f2-950e-d142-8a56-
dff57c5a305a..5c469223b7t7c5a3d5fr1bb8</session_id>
      </register_client>
    </sessionm>
  </data>
</packet>
```

count_registered

Summary:

Provides information about the clients that are currently registered with the Agent. Used with the `register_client` call (p. 521) to implement licensing functionality in the client software.

Request specification:

Name	Min/Max	Type	Description
`count_registered`			
`{`			
`  id`	`0..1`	`string`	Client ID (see `register_client` (p. 521)). If the element is omitted, the information for all registered clients will be retrieved.
`}`			

Returns:

Name	Min/Max	Type	Description
`registered`	`0..1`		Client connection information.
`{`			
`  id`	`1..1`	`string`	Client ID.
`  count`	`1..1`	`int`	The number of existing connections from this client.
`}`			

Description:

The `count_registered` call and the `register_client` call (p. 521) are used together. They allow to keep track of logged in clients and to limit the number of concurrent connections from the same client by granting or denying a new connection based on the number of connections that already exist. The following describes a typical usage scenario.

As soon as a client establishes a connection with PVA Agent, use the `count_registered` call to get the number of currently registered clients with the same ID. Depending on the result, one of the following should happen:

- If the number is less then the maximum allowed concurrent connections (the maximum number is determined by you) the login is granted. The new connection is then registered with Agent using the `register_client` call (p. 521).
- If the number is equals to or greater than the maximum allowed connections, the login is denied and the connection is terminated.

It is not necessary to unregister the connection when the client logs off, as Agent does that automatically.

Example:

Input

```
<packet version="4.0.0">
  <target>sessionm</target>
  <data>
    <sessionm>
      <count_registered/>
    </sessionm>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/sessionm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="1ac46926d8ft7e87r3c4"
time="2007-07-09T17:35:50+0000" priority="0" version="4.0.0">
<ns1:origin>sessionm</ns1:origin>
<ns1:target>vzclient3-1b7066f2-950e-d142-8a56-dff57c5a305a</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:sessionm>
    <ns2:registered>
      <ns2:id>license_id_333</ns2:id>
      <ns2:count>2</ns2:count>
    </ns2:registered>
  </ns2:sessionm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

userm

Purpose:

The user and group management interface.

Calls

Call	Description
add_user (p. 526)	Adds a new user to a server.
del_user (p. 529)	Deletes a user from a server.
edit_user (p. 530)	Updates the user information.
del_group (p. 532)	Deletes a group from a server.
add_group (p. 533)	Adds a new group to a server.
get_user (p. 535)	Retrieves the user information.
group_add_user (p. 537)	Adds a user to a group.
group_del_user (p. 539)	Removes a user from a group.
get_group (p. 541)	Retrieves the group information.
edit_group (p. 543)	Allows to modify name and GID for an existing group.
group_set_users (p. 545)	Removes all existing users from a group and adds the specified users.
get_limits (p. 547)	Retrieves the server uid/gid limits.
authenticate (p. 549)	Authenticates the specified user.

add_user

Summary:

Adds a new user to a server.

Request specification:

Name	Min/Max	Type	Description
`add_user`	`0..[]`		
`{`			
`user`	`1..1`	`userType` (p. 68)	The new user information.
`min_uid`	`0..1`	`int`	Lower bound of the UID (user ID) range. This element, together with the `max_uid` element (below), specifies the UID range. If there is an unused ID in the range then it will be used for the new user.
`max_uid`	`0..1`	`int`	Upper bound of the UID range.
`create_home_dir`	`0..1`	`boolean`	Specifies whether a home directory should be created for the user. Possible values: `true` -- Create home directory. `false` -- Do not create the directory. If the parameter is omitted, the decision whether to create a directory or not will be made automatically based on the OS template used (some OS templates imply the creation of home directories while others don't). If the parameter is included, the default template behaviour is ignored.

create_initial_group	0..1		Specifies whether to create an initial group for the user. In order to create the initial group, include this element and the user/initial_group/name element containing the name of group. Some Linux distributions will create the initial group with the same name as the user name by default. Other distributions will add a new user to a predefined group. You can use this field, together with the user/initial_group/name field, to override this default behaviour.
}			

Returns:

Name	Min/Max	Type	Description
user	0..[]	userType	The new user information.

Example:

Adding a new user named "TestUser" to the specified server. The Server ID is specified using the dst element of the packet header. Also creating an initial group named "InitGroup" and adding the user to it. The user ID will be selected from the range 100-200.

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <add_user>
        <user>
          <initial_group>
            <name>InitGroup</name>
          </initial_group>
          <name>TestUser</name>
          <shell>/bin/bash</shell>
        </user>
        <min_uid>100</min_uid>
        <max_uid>200</max_uid>
        <create_initial_group/>
      </add_user>
    </userm>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0"
id="1dc45eee46at4db7rdfc" time="2007-03-07T11:53:52+0000" priority="0" version="4.0.0">
<ns1:origin>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns1:origin>
<ns1:dst>
  <director>gend</director>
  <target>vzclient3</target>
</ns1:dst>
<ns1:data>
  <ns2:userm>
    <ns2:user xsi:type="ns3:userType">
      <ns3:uid>101</ns3:uid>
      <ns3:name>TestUser</ns3:name>
      <ns3:initial_group>
        <ns3:gid>500</ns3:gid>
        <ns3:name>InitGroup</ns3:name>
      </ns3:initial_group>
      <ns3:shell>/bin/bash</ns3:shell>
      <ns3:home_dir>/home/TestUser</ns3:home_dir>
    </ns2:user>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>userm</ns1:target>
</ns1:src>
<ns1:target>vzclient3</ns1:target>
</ns1:packet>
```

del_user

Summary:

Deletes an existing user from a server.

Request specification:

Name	Min/Max	Type	Description
del_user	0..[]		
{			
user	1..1		The user to delete.
{			
name	1..1	string	User name.
}			
remove_home_dir	0..1	none	Include this element if you would also like to remove the user's home directory. The directory must exist, otherwise you will get an error.
remove_initial_group	0..1	none	Include this element if you would also like to remove the user's initial group. The group must not contain any other users, otherwise the call will fail.
}			

Returns:

OK/Error

Example:

Deleting the user TestUser from the specified server.

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <del_user>
        <user>
          <name>TestUser</name>
        </user>
      </del_user>
    </userm>
  </data>
</packet>
```

edit_user

Summary:

Modifies an existing user.

Request specification:

Name	Min/Max	Type	Description
`edit_user`	`0..[]`		
`{`			
`name`	`1..1`	`string`	The name of the user to update the details for.
`user`	`1..1`	`userType` (p. 68)	User information. The user name must always be included, even if you are not changing it.
`min_uid`	`0..1`	`int`	Lower bound of the UID (user ID) range. Include this element if you would like to change the UID. This element, together with the `max_uid` element (below), specifies the UID range. If there is an unused ID in the range then it will be assigned to the user.
`max_uid`	`0..1`	`int`	Upper bound of the UID range.
`}`			

Returns:

OK/Error

Example 1:

Changing the user's password and the default shell information in the specified server.

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <edit_user>
        <name>TestUser</name>
        <user>
          <shell>/bin/sh</shell>
          <password>bXluZXdwYXNz</password>
          <name>TestUser</name>
        </user>
```

```
      </edit_user>
    </userm>
  </data>
</packet>
```

Example 2:

Changing the user name and adding the user to the specified group.

Input

```
<packet version="4.0.0">
  <target>userm</target>
  <data>
    <userm>
      <edit_user>
        <name>TestUser</name>
        <user>
          <name>JohnDoe</name>
          <group>
            <name>Users</name>
          </group>
        </user>
      </edit_user>
    </userm>
  </data>
</packet>
```

del_group

Summary:

Deletes a group from a server.

Request specification:

Name	Min/Max	Type	Description
`del_group`	`0..[]`		
`{`			
`group`	`1..1`		Group to delete.
`{`			
`name`	`0..1`	`string`	Group name.
`}`			
`}`			

Returns:

OK/Errors

Description:

The group must not contain any users, otherwise the call will fail. To delete a non-empty group, remove all users from the group first (you only have to remove the users from the group, you don't have to delete the users from the system).

add_group

Summary:

Adds a group to a server.

Request specification:

Name	Min/Max	Type	Description
add_group	0..[]		
{			
group	1..1		Group to add.
{			
name	1..1	string	Group name.
}			
min_gid	0..1	int	Lower bound of the GID (group ID) range. This element, together with the max_gid element (below), specifies the GID range. If there is an unused ID in the range then it will be used for the new group.
max_gid	0..1	int	Upper bound of the GID range.
}			

Returns:

Name	Min/Max	Type	Description
group	0..[]	groupType	The new group information.

Example:

Creating a new group named "TestGroup" in the specified server. The group ID will be selected from the specified GID range.

Input

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <add_group>
        <group>
          <name>TestGroup</name>
        </group>
        <min_gid>100</min_gid>
        <max_gid>200</max_gid>
```

```
        <create_initial_group/>
      </add_group>
    </userm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0" id="2c46012676t18berf08"
time="2007-03-16T22:12:46+0000" priority="0" version="4.0.0">
<ns1:origin>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns1:origin>
<ns1:dst>
  <director>gend</director>
  <target>vzclient3</target>
</ns1:dst>
<ns1:data>
  <ns2:userm>
    <ns2:group xsi:type="ns3:groupType">
      <ns3:gid>102</ns3:gid>
      <ns3:name>TestGroup</ns3:name>
    </ns2:group>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>userm</ns1:target>
</ns1:src>
<ns1:target>vzclient3</ns1:target>
</ns1:packet>
```

get_user

Summary:

Retrieves the specified user information.

Request specification:

Name	Min/Max	Type	Description
`get_user`	`0..[]`		
`{`			
`  user`	`0..1`		The user to get the info for. If this element is omitted, the information about all existing users will be retrieved.
`  {`			
`    uid`	`0..1`	`int`	User ID.
`    name`	`0..1`	`string`	User name.
`  }`			
`}`			

Returns:

Name	Min/Max	Type	Description
`user`	`0..[]`	`userType`	User information.

Example:

Retrieving the user `root` details from the specified server.

Input:

```
<packet version="4.0.0" id="2">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <get_user>
        <user>
          <name>root</name>
        </user>
      </get_user>
    </userm>
  </data>
</packet>
```

Output:

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0" id="4c46012874t4ae1rf08"
time="2007-03-16T22:18:22+0000" priority="0" version="4.0.0">
<ns1:origin>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns1:origin>
<ns1:dst>
  <director>gend</director>
  <target>vzclient3</target>
</ns1:dst>
<ns1:data>
  <ns2:userm>
    <ns2:user xsi:type="ns3:userType">
      <ns3:uid>0</ns3:uid>
      <ns3:name>root</ns3:name>
      <ns3:initial_group>
        <ns3:gid>0</ns3:gid>
        <ns3:name>root</ns3:name>
      </ns3:initial_group>
      <ns3:group>
        <ns3:gid>0</ns3:gid>
        <ns3:name>root</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>1</ns3:gid>
        <ns3:name>bin</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>2</ns3:gid>
        <ns3:name>daemon</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>3</ns3:gid>
        <ns3:name>sys</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>4</ns3:gid>
        <ns3:name>adm</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>6</ns3:gid>
        <ns3:name>disk</ns3:name>
      </ns3:group>
      <ns3:group>
        <ns3:gid>10</ns3:gid>
        <ns3:name>wheel</ns3:name>
      </ns3:group>
      <ns3:shell>/bin/bash</ns3:shell>
      <ns3:home_dir>/root</ns3:home_dir>
      <ns3:comment>root</ns3:comment>
    </ns2:user>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>userm</ns1:target>
</ns1:src>
<ns1:target>vzclient3</ns1:target>
</ns1:packet>
```

group_add_user

Summary:

Adds a user or a member group to a group.

Request specification:

Name	Min/Max	Type	Description
`group_add_user`	`0..[]`		
`{`			
`group`	`1..1`		Group to add the user to (the group must already exist).
`{`			
`name`	`0..1`	`string`	The group name.
`}`			
`[`			
`user`	`1..1`		The user to add to the group (the user must already exist).
`{`			
`name`	`0..1`	`string`	User name.
`}`			
`member_group`	`1..1`		The member group to add to the group (the group that you are adding as a member group must already exist).
`{`			
`name`	`0..1`	`string`	Group name.
`}`			
`]`			
`}`			

Returns:

OK/Error

Example:

Adding the user `TestUser` to the group `TestGroup`.

```
<packet version="4.0.0" id="2">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
```

```
      <group_add_user>
        <group>
          <name>TestGroup</name>
        </group>
        <user>
          <name>TestUser</name>
        </user>
      </group_add_user>
    </userm>
  </data>
</packet>
```

group_del_user

Summary:

Removes a user or a member group from a group.

Request specification:

Name	Min/Max	Type	Description
group_del_user	0..[]		
{			
group	1..1		Parent group information.
{			
name	1..1	string	The group name.
}			
[			
user	1..1		The user to remove from the parent group.
{			
name	0..1	string	User name.
}			
member_group	0..1		The member group to remove from the parent group.
{			
name	0..1	string	Group name.
}			
]			
}			

Returns:

OK/Errors

Description:

The call removes a user or a member group from a parent group. The call does not delete a user or a group from the system, it simply cancels their membership in the parent group.

Example:

Removing the user `TestUser` from the group `TestGroup` in the specified server.

```
<packet version="4.0.0" id="2">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
```

```
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <group_del_user>
        <group>
          <name>TestGroup</name>
        </group>
        <user>
          <name>TestUser</name>
        </user>
      </group_del_user>
    </userm>
  </data>
</packet>
```

get_group

Summary:

Retrieves the specified group information.

Request specification:

Name	Min/Max	Type	Description
get_group	0..[]		
{			
group	0..1		The group to get the info for.
{			
name	0..1	string	Group name.
gid	0..1	string	Group ID.
}			
}			

Returns:

Name	Min/Max	Type	Description
group	0..[]	groupType	Group information.

Example:

Retrieving the group `TestGroup` details from the specified server.

Input

```
<packet version="4.0.0" id="2">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <get_group>
        <group>
          <name>TestGroup</name>
        </group>
      </get_group>
    </userm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0" id="7c46012dddt72aerf08"
time="2007-03-16T22:34:02+0000" priority="0" version="4.0.0">
```

```
<ns1:origin>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns1:origin>
<ns1:dst>
  <ns1:director>gend</ns1:director>
  <ns1:target>vzclient3</ns1:target>
</ns1:dst>
<ns1:data>
  <ns2:userm>
    <ns2:group xsi:type="ns3:groupType">
      <ns3:gid>102</ns3:gid>
      <ns3:name>TestGroup</ns3:name>
    </ns2:group>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>userm</ns1:target>
</ns1:src>
<ns1:target>vzclient3</ns1:target>
</ns1:packet>
```

edit_group

Summary:

Allows to modify name and GID for an existing group.

Request specification:

Name	Min/Max	Type	Description
edit_group	0..[]		
{			
name	1..1	string	The group to update the info for.
group	1..1		New name and (or) GID.
{			
name	0..1	string	New group name.
gid	0..1	int	New group ID.
}			
min_gid	0..1	int	Lower bound of the GID (group ID) range. Include this element if you would like to change the group GID and would like it to be selected automatically from the specified range. This element, together with the max_gid element (below), specifies the GID range. If there is an unused ID in the range then it will be used for the new group.
max_gid	0..1	int	Upper bound of the GID (group ID) range.
}			

Returns:

OK/Error

Example:

Changing the name of an existing group `TestGroup` to `mynewgroup`. Also changing the group ID -- the ID will be automatically selected from the range of 300 to 400.

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <edit_group>
```

```
        <name>TestGroup</name>
        <group>
          <name>mynewgroup</name>
        </group>
        <min_gid>300</min_gid>
        <max_gid>400</max_gid>
      </edit_group>
    </userm>
  </data>
</packet>
```

group_set_users

Summary:

Removes all members from the specified group and adds the specified members.

Request specification:

Name	Min/Max	Type	Description
`group_set_users`	`0..[]`		
`{`			
`group`	`1..1`		Parent group information.
`{`			
`name`	`1..1`	`string`	The group name.
`}`			
`user`	`0..[]`		Users to add to the parent group.
`{`			
`name`	`1..1`	`string`	User name.
`}`			
`member_group`	`0..[]`		Member groups to add to the parent group.
`{`			
`name`	`0..1`	`string`	Group name.
`}`			
`}`			

Returns:

OK/Error

Description:

The call will first remove all users and member groups from the specified group (the users and the groups will not be deleted from the system). It will then add the specified users and (or) member groups to the parent group. To simply remove all members from a group without adding the new ones, do not include the `user` and the `member_group` parameters.

Example:

Removing the user `TestUser` from the group `mynewgroup`.

```
<packet version="4.0.0">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
```

```
  <data>
    <userm>
      <group_set_users>
        <group>
          <name>mynewgroup</name>
        </group>
        <user>
          <name>TestUser</name>
        </user>
      </group_set_users>
    </userm>
  </data>
</packet>
```

get_limits

This call is available on Linux only.

Summary:

Gets boundary values for min/max user and group IDs for the specified server.

Request specification:

Name	Min/Max	Type	Description
get_limits	0..[]		

Returns:

Name	Min/Max	Type	Description
limits	0..1		Limits for user and group creation.
{			
umin	1..1	int	min UID used for user creation.
umax	1..1	int	max UID used for user creation.
gmin	1..1	int	min GID used for group creation.
gmax	1..1	int	max GID used for group creation.
}			

Example:

Input

```
<packet version="4.0.0" id="2">
  <dst>
    Host9bafbeb7-85f7-499e-a210-40e00850a5f3</host>
  </dst>
  <target>userm</target>
  <data>
    <userm>
      <get_limits/>
    </userm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" type="0"
id="12c460136b1t12dbrf08" time="2007-03-16T22:59:40+0000" priority="0" version="4.0.0">
<ns1:origin>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns1:origin>
<ns1:dst>
  <director>gend</director>
  <target>vzclient3</target>
</ns1:dst>
<ns1:data>
  <ns2:userm>
```

```
    <ns2:limits>
      <ns2:umin>500</ns2:umin>
      <ns2:umax>60000</ns2:umax>
      <ns2:gmin>500</ns2:gmin>
      <ns2:gmax>60000</ns2:gmax>
    </ns2:limits>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>vpsd</ns1:director>
  <ns1:target>userm</ns1:target>
</ns1:src>
<ns1:target>vzclient3</ns1:target>
</ns1:packet>
```

authenticate

Summary:

Verify user authenticity for the specified username and password.

Request specification:

Name	Min/Max	Type	Description
`authenticate`	`0..1`		
{			
`name`	`1..1`	`string`	User name.
`password`	`1..1`	`base64Binary`	Password.
`type`	`0..1`	`string`	Authentication type. Possible values: `system` (default) -- local system account. `system_admin` -- system administrator. `system_admin_group` -- a user belonging to the System Administrators group.
}			

Returns:

Name	Min/Max	Type	Description
`token`	`0..1`	`tokenType` (p. 66)	Authentication results.

Example:

Authenticating the user `root`.

Input

```
<packet version="4.0.0" id="2">
  <target>userm</target>
  <data>
    <userm>
      <authenticate>
         <name>root</name>
         <password>bXlwYXNz</password>
      </authenticate>
    </userm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/userm"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="16c4601384etf3erf08"
time="2007-03-16T23:04:10+0000" priority="0" version="4.0.0">
<ns1:origin>userm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
  <ns2:userm>
    <ns2:token xsi:type="ns3:tokenType">
      <ns3:user>AQUAAAAAA+hWW5a9ohIJQ6S9aykBIAAAAAAAAA==</ns3:user>
      <ns3:groups>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAAAAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAAAQAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAACgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAAAgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAAAwAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAABAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykAIAAABgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAA+hWW5a9ohIJQ6S9aykBIAAAAAAAAA==</ns3:sid>
      </ns3:groups>
      <ns3:deny_only_sids/>
      <ns3:privileges/>
    </ns2:token>
  </ns2:userm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Events

System events are produced by Agent and are used to inform the client of a change in the system operations. Such events as a Container status change, configuration change, and resource allocation alerts are currently supported. Other event types may be added in the future.

Agent monitors the system at all times and triggers an event as soon as it detects the corresponding change. In order to be automatically notified of an event, the client must subscribe to the event notification services first. This is accomplished by executing the `subscribe` (p. 612) or `subscribe_alert` (p. 78) calls.

The client subscribes to a particular event type by specifying the *event subscription name*, which is defined for every event type individually. The **Elements** section (p. 553) describes the event types and their corresponding subscription names. The subscription name is used when you subscribe to an event. The same name is then used as the value of the `target` element of the event notification message, so that you can recognize the event message among other messages that you might be receiving from the Agent server side.

The following subsections describe currently supported event types and provide examples.

Types

env_status_event_dataType

Summary:

Contains information about the server status change.

Type definition:

Extends `event_dataType` (p. 40)

Adds the following elements:

Name	Min/Max	Type	Description
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the affected server.
`parent_eid`	`1..1`	`eid_type` (p. 29)	Parent server ID.
`new`	`1..1`	`env_statusType` (p. 39)	New status/transition.
`old`	`1..1`	`env_statusType` (p. 39)	Old status/transition.

Event category:

`env_status`

env_config_event_dataType

Summary:

Contains information about the server configuration change.

Type definition:

Extends `event_dataType` (p. 40)

Adds the following elements:

Name	Min/Max	Type	Description
`config`	`0..1`	`env_configType` (p. 37)	The server configuration data.
`virtual_config`	`0..1`	`env_configType` (p. 37)	Virtual configuration.
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the affected server.
`parent_eid`	`1..1`	`eid_type` (p. 29)	Parent server ID.

Event category:

`env_config`

resource_alertType

Summary:

Contains information about an alert that was raised on a server.

Type definition:

Extends `alert_dataType` (p. 32)

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Alert level. See `alert_dataType` (p. 32) for more info.
`eid`	`0..1`	`eid_type` (p. 29)	Server ID.
`class`	`1..1`	`string`	The class of the performance counter (see **Parallels Agent Programmer's Guide** for more information on performance counters, classes, and instances).
`instance`	`1..1`	`string`	Performance class instance.
`counter`	`1..1`	`string`	Performance counter.
`cur`	`1..1`	`xs:anySimpleType`	Current value.
`hard`	`1..1`	`xs:anySimpleType`	Hard limit value.
`soft`	`1..1`	`xs:anySimpleType`	Soft limit value.

Event category:

`resource_alert`

Elements

When an XML packet containing the event notification message is received by the client program, the event data is contained in one of the elements described in this section. Each element corresponds to a particular event type.

env_status_event

Purpose:

Notifies about changes in the server status, including state and/or transition changes.

Event specification:

Name	Min/Max	Type
`env_status_event`	`1..1`	`env_status_event_dataType` (p. 551)

Subscription name:

`env_status_subscription`

See `subscribe` (p. 612) for more information about subscriptions.

Description:

This event triggers when the status of a server changes (including state and transition changes). The event reports the status changes for every server that the Agent is aware of. If you subscribe to the event on the Master Node in a Virtuozzo group, you will receive notifications about the status changes for every server (physical or virtual) in the entire group.

The `env_status_event` element substitutes the `event_data` element in the `eventType` structure (p. 41).

Example:

Input

Subscribing to the environment status change events.

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <subscribe>
        <name>env_status_subscription</name>
      </subscribe>
    </system>
  </data>
</packet>
```

Output

Subscription was a success.

```
<packet priority="0" version="4.0.0" id="2">
  <origin>servd</origin>
  <target>vzclient1</target>
  <data>
    <system>
      <ok/>
```

```
    </system>
  </data>
</packet>
```

Output

The following is a notification message that was received when one of the Environments was manually stopped. The message contains the environment ID that generated the event, the text message describing the event, and the event data (old/new environment state and transition codes). Note that one of the `target` elements contains the same value as the one we used in the `name` element in the request, which is `env_status_subscription`. Please also note that the inner `data` structure contains the elements specific to this event type. In this particular case, this is the `env_status_event` element.

```
<packet version="4.0.0">
  <target>events_subscription</target>
  <target>env_status_subscription</target>
  <data>
    <event>
      <eid>849c9be9-5fbb-4e7d-b100-f841f86c150e</eid>
      <time>1155317636</time>
      <source></source>
      <category>env_status_subscription</category>
      <sid>XXX</sid>
      <data>
        <env_status_event>
          <eid>62ec514e-bc38-4aee-830d-cc802ee2aadd</eid>
          <new>
            <state>3</state>
          </new>
          <old>
            <state>3</state>
            <transition>5</transition>
          </old>
        </env_status_event>
      </data>
      <info>
        <message>
           RW52aXJvbm1lbnQgJWVpZCUgc3RhdHVzIGNoYW5nZWQgZnJvbSAlb2xkJSB0byAlbmV3JQ==
        </message>
        <name></name>
        <translate/>
        <parameter>
          <message>NjJlYzUxNGUtYmMzOC00YWVlLTgzMGQtY2M4MDJlZTJhYWRk</message>
          <name>eid</name>
        </parameter>
        <parameter>
          <message>Mw==</message>
          <name>new</name>
          <translate/>
        </parameter>
        <parameter>
          <message>Mw==</message>
          <name>old</name>
          <translate/>
        </parameter>
      </info>
    </event>
  </data>
```

```
</packet>
```

env_config_event

Purpose:

The event reporter that notifies about changes in the environment configuration.

Event specification:

Substitution group: `event_data` (p. 41)

Name	Min/Max	Type
`env_config_event`	`1..1`	`env_config_event_dataType` (p. 552)

Subscription name:

`env_config_subscription`

See `subscribe` (p. 612) for more information about subscriptions.

Description:

This event triggers when the configuration of a server changes. The event reports configuration changes for every server that the Agent is aware of. If you subscribe for the event on the Master Node in a Virtuozzo group, you will receive the notifications about the configuration changes of every server in the entire group.

The `env_config_event` element substitutes the `event_data` element in the `eventType` structure (p. 41).

Example:

Input

Subscribing to the environment configuration change events.

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <subscribe>
        <name>env_config_subscription</name>
      </subscribe>
    </system>
  </data>
</packet>
```

Output

Subscription was a success.

```
<packet id="2" priority="0" version="4.0.0">
  <origin>gend</origin>
  <target>vzclient2</target>
```

```
  <dst>
    <director>gend</director>
  </dst>
  <data>
    <system>
      <ok/>
    </system>
  </data>
</packet>
```

Output

The following is a notification message received when one of the configuration of one of the Environments was manually changed. The message contains the environment ID that generated the event, the text message that may be presented to the user, and the event data (the new configuration information). Note that one of the `target` elements contains the same value as the one we used in the `name` element of the request, which is `env_config_subscription`. Please also note that the inner `data` structure contains the elements specific to this event type. In this particular case, this is the `env_config_event` element.

```
<packet version="4.0.0" time="2006-08-12T08:53:16+0000">
  <target>events_subscription</target>
  <target>env_config_subscription</target>
  <src>
    <director>gend</director>
  </src>
  <data>
    <event>
      <eid>62ec514e-bc38-4aee-830d-cc802ee2aadd</eid>
      <time>1155372796</time>
      <source></source>
      <category>env_config_subscription</category>
      <sid>XXX</sid>
      <data>
        <env_config_event>
          <eid>62ec514e-bc38-4aee-830d-cc802ee2aadd</eid>
          <virtual_config>
            <offline_management>1</offline_management>
            <on_boot>0</on_boot>
            <os_template>
              <version>20060615</version>
              <name>redhat-as3-minimal</name>
            </os_template>
            <ve_root>/vz/root/$VEID</ve_root>
            <ve_private>/vz/private/$VEID</ve_private>
            <address>
              <ip>10.17.4.132</ip>
            </address>
            <address>
              <ip>10.17.5.132</ip>
            </address>
            <hostname>myhost1</hostname>
            <qos>
              <id>avnumproc</id>
              <hard>40</hard>
            </qos>
            <qos>
              <id>cpuunits</id>
              <hard>1000</hard>
```

```
            </qos>
            <qos>
              <id>dcachesize</id>
              <hard>1097728</hard>
              <soft>1048576</soft>
            </qos>
            <qos>
              <id>dgramrcvbuf</id>
              <hard>132096</hard>
              <soft>132096</soft>
            </qos>

            <!-- the rest of the QoSs are omitted for brevity -->

            <veid>101</veid>
            <type>virtuozzo</type>
            <disabled>0</disabled>
            Linux
              <platform/>
              <version>20060615</version>
              <name>redhat-as3-minimal</name>
            </os>
          </virtual_config>
        </env_config_event>
      </data>
      <info>
        <message>RW52aXJvbWVudCAlZWlkJSBjb25maWcgY2hhbmdlZA==</message>
        <name></name>
        <translate/>
        <parameter>
          <message>NjJlYzUxNGUtYmMzOC00YWVlLTgzMGQtY2M4MDJlZTJhYWRk</message>
          <name>eid</name>
        </parameter>
      </info>
    </event>
  </data>
</packet>
```

resource_alert

Purpose:

Reports the resource allocation problems such as approaching or exceeding certain limits.

Event specification:

Name	Min/Max	Type
`resource_alert`	`1..1`	`resource_alertType` (p. 553)

Subscription name:

`alerts_subscription`

See `subscribe` (p. 612) for more information about subscriptions.

Description:

This event triggers when an alert is raised on a server. The event reports alerts for every server that the Agent is aware of. If you subscribe to the event on the Master Node in a Virtuozzo group, you will receive the alert notifications about every server in the entire group.

The `resource_alert` element substitutes the `event_data` element in the `eventType` structure (p. 41).

Some of the alerts deal with the resource allocations. Resource alert is a notification about some parameter of the system, getting over some barrier, or coming close to some limit. Usually they are used for monitoring of the environment health, predicting its performance, or collecting information about the settings in need of tuning.

There are four possible alert levels:

Alert level	ID	Description
Green	0	Everything is fine. This alert is raised when one of the higher-level alerts is canceled.
Yellow	1	Moderately dangerous situation. The specified parameter is coming close (within 10%) to its soft limit barrier.
Red	2	Critical situation. The parameter exceeded its soft limit or came very close to the hard limit. Depending on the parameter type, either some process can be killed at any time now, or the next resource allocation request can be refused.

It is always a good idea to check and adjust the QoS configuration parameters upon receiving an alert.

Example:

Input

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <subscribe>
        <name>alerts_subscription</name>
      </subscribe>
    </system>
  </data>
</packet>
```

Output:

```
<packet version="4.0.0" time="2006-08-18T10:47:43+0000">
  <target>events_subscription</target>
  <target>alerts_subscription</target>
  <src>
    <director>gend</director>
  </src>
  <data>
    <event>
      <eid>ccc794ad-cc5d-49f2-8d84-6631263c81be</eid>
      <time>2006-08-18T10:47:43+0000</time>
      <source>resource_alert_monitor</source>
      <category>resource_alert</category>
      <sid>XXX</sid>
      <data>
        <resource_alert>
          <eid>13a10bc2-3ace-4bf9-ac0f-e33d98b1766d</eid>
          <type>1</type>
          <class>counters_vz_ubc</class>
          <counter>numproc</counter>
          <cur>8</cur>
          <hard>10</hard>
        </resource_alert>
      </data>
      <info>
        <message>
UmVzb3VyY2UgJXR5cGUlICVpZCUgYWxlcnQgb24gZW52aXJvbm1lbnQgJWVpZCUgY3VycmVudCB2YWx1ZTogJWN
1ciUgc29mdCBsaW1pdDogJXNvZnQlIGhhcmQgbGltaXQ6ICVoYXJkJQ==
        </message>
        <name></name>
        <translate/>
          <parameter>
            <message>OA==</message>
            <name>cur</name>
          </parameter>
          <parameter>
            <message>MTNhMTBiYzItM2FjZS00YmY5LWFjMGYtZTMzZDk4YjE3NjZk</message>
            <name>eid</name>
          </parameter>
          <parameter>
            <message>MTA=</message>
            <name>hard</name>
```

```
          </parameter>
          <parameter>
            <message>bnVtcHJvYw==</message>
            <name>id</name>
          </parameter>
          <parameter>
            <message></message>
            <name>soft</name>
          </parameter>
          <parameter>
            <message>eWVsbG93</message>
            <name>type</name>
          <translate/>
        </parameter>
      </info>
    </event>
  </data>
</packet>
```

System Interface and Special Packets

system

Purpose:

The `system` interface provides calls for controlling the Agent processing of client requests, getting the system-level Agent information, and for performing miscellaneous Agent system tasks. Compared to the rest of the Agent XML API calls, the `system` interface calls are used slightly differently and have certain limitations as described below:

- Unlike most of the other Agent calls, the `system` interface calls do not have a target operator. This means that when you are composing XML messages from these specifications, you do not include the `target` element in the message header (see code examples at the end of each section describing a call).
- An individual XML packet sent to the Agent cannot have more than one `system` request. In addition, a request cannot have more than one `system` interface call. This means that you cannot have more than one `system` element in a packet and more than one call under that element. If you want to execute multiple `system` calls in succession, you will have to prepare and send a separate complete XML packet for each call.

Types

voc_parameterType

Summary:

Contains an Agent vocabulary entry information.

Type specification:

Name	Min/Max	Type	Description
id	1..1	string	Entry ID.
type	0..1	string	Data type (int, string, etc.)
min	0..1	string	Minimum possible value.
max	0..1	string	Maximum possible value.
long	0..1	string	Long description.
short	0..1	string	Short description.
category	0..[]	string	Vocabulary category.
complex	0..1	string	The entry type-specific value. Used when the parameter data type has a complex structure. The values contained in this element may have different meanings for different types of vocabulary entries.
default	0..1	string	The default value.
measure	0..1	string	Units of measure.
data	0..1		Data. Contains an entry-type specific value.

Calls

Call	Description
subscribe (p. 612)	Subscribes for an event notification service.
unsubscribe (p. 615)	Cancels an event subscription.
cancel (p. 565)	Cancels processing of the specified Agent request.
get_state (p. 599)	Gets the state of the Agent director.
get_configuration (p. 585)	Returns current Agent configuration.
get_version (p. 602)	Returns current Agent version information. This is NOT the protocol version (i.e. `4.0.0`) but the internal Agent version code.
get_realm (p. 597)	Retrieves the list of the available Realms from the Agent configuration.
register_client (p. 610)	Registers a client with the Agent. Used with `count_registered` call (p. 579) to implement licensing functionality in the client software.
count_registered (p. 579)	Provides information about the clients that are currently registered with the Agent. Used with the `register_client` call (p. 610) to implement licensing functionality in the client software.
get_vocabulary (p. 603)	Retrieves the Agent vocabulary data.
ping (p. 608)	A simple ping function. Used to to test the availability of a host on a network.
connect (p. 576)	Establishes a new exclusive connection with a remote Agent.
close (p. 566)	Closes the exclusive connection, previously opened by the `connect` call (p. 576).
distribute (p. 581)	Distributes Agent core to another node.
uninstall (p. 614)	Uninstalls Agent from a server.
get_plugins (p. 594)	Retrieves the list of the installed Agent plug-in modules.
get_eid (p. 593)	Gets the Server ID of the computer you are currently connected to.
login (p. 606)	Opens a permanent connection to the Agent and logs the user in.
generate_pass (p. 583)	Generates a one-time login and password that can be used to connect to the Agent on the specified server.
configuration (p. 567)	Allows to modify Agent configuration.

cancel

Summary:

Cancels the processing of a client request.

Request specification:

Name	Min/Max	Type	Description
`cancel`			
`{`			
`message_id`	`1..1`	`string`	Request ID. You must assign this ID manually to every message for which you plan on providing this functionality in your client applications. The ID is assigned using the `id` attribute of the `packet` element when you compose the request.
`target`	`0..1`	`string`	The target operator that was specified in the original request. The message ID that exists within a particular Agent session may not be unique within the entire Agent server context. Use this parameter together with `message_id` (above) to make sure you are canceling the correct request.
`global`	`0..1`	`none`	Normally, Agent will verify that the request that you are trying to cancel and this request both originate on the same client. Include this element to bypass this verification. For this to succeed, the message ID specified in the `message_id` parameter must be unique.
`}`			

Returns:

OK/Error

Description:

Use the `cancel` call to cancel a client request which is currently being processed by Agent. Whether the request can be canceled or not depends on how long it takes to process the request and the number of stages the entire request processing is divided into. To cancel a request, you have to know its ID in advance. The ID is assigned to a request manually at the time it is composed.

close

Summary:

Closes an exclusive Agent connection that was previously opened using the `connect` call (p. 576).

Request specification:

Name	Min/Max	Type	Description
`close`			
`{`			
`id`	`1..1`	`string`	The ID of the exclusive connection to close. The ID is initially obtained from the return of the `connect` call (p. 576) that you used to established the connection.
`}`			

Returns:

OK/Error

Example:

```
<packet version="4.0.0">
  <data>
    <system>
      <close>
        <id>192.168.0.844</id>
      </close>
    </system>
  </data>
</packet>
```

configuration

Summary:

Sets the Agent configuration.

Request specification:

Name	Min/Max	Type	Description
`configuration`	`0..1`	`none`	Agent configuration parameters. Use the `get_configuration` call (p. 585) to retrieve the existing configuration, modify the values as needed, and then use the entire structure as an input here.

Returns:

The OK or Error message for every Agent operator the configuration of which has been changed.

Description:

Normally, the majority of Agent configuration parameters should never be modified. The parameters that you might be interested in changing is the timeout values for Agent operators, `mute_alert_period` as an example (see alert subscriptions (p. 78)), and the `skip_mounts` parameter (more about it below).

The `computerm` operator has a section in its configuration called `<skip_mounts>` as shown in the following example:

```
<computerm>
  <configuration>
    <timeouts>
      <log>120</log>
      <migrate_key>60</migrate_key>
      <migrate>3600</migrate>
    </timeouts>
    <skip_mounts>
      <mount_point>/</mount_point>
      <mount_point>/dev</mount_point>
    </skip_mounts>
  </configuration>
</computerm>
```

The `<skip_mounts>` section specifies mount points on the Hardware Node on which the non-enough-space alerts will be disabled. To specify the mount point(s), use the <mount_point> element. In the example above, the alerts will be disabled for the mount points `/` and `/dev`.

Please note that when modifying the Agent configuration using the `system/configuration` call, always get the entire Agent configuration structure using the `get_configuration` call, then modify the necessary parameters, and then pass the entire structure to `system/configuration`.

Example:

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="45c466fe763t767dra18"
priority="0" version="4.0.0">
<data>
  <system>
    <configuration>
      <distribution>
        <item>
          <path>/opt/pvaagent/distribution/distribution.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <distribution>
        <architecture>x86_64</architecture>
        <item>
          <path>/opt/pvaagent/distribution/distribution-x86_64.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <distribution>
        <architecture>ia64</architecture>
        <item>
          <path>/opt/pvaagent/distribution/distribution-ia64.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <timeouts>
        <distribute>1800</distribute>
        <connectivity_check>300</connectivity_check>
      </timeouts>
      <map>
        <node>
          <id>5850cc75-cbde-784c-be21-026fcd46c9d7</id>
          Hostlocal</host>
          <conn_info xsi:type="ns1:connection_infoType">
            <protocol>SSL</protocol>
            <port>4434</port>
            <login xsi:type="ns1:auth_nameType">
              <realm>00000000-0000-0000-0000-000000000000</realm>
            </login>
            <address>local</address>
          </conn_info>
        </node>
      </map>
```

```
    <log>off</log>
    <id>5850cc75-cbde-784c-be21-026fcd46c9d7</id>
  </configuration>
</system>
<gend>
  <configuration>
    <operation_timing/>
    <default_pool>
      <timeout_limit>300</timeout_limit>
      <heavy_timeout_limit>360000</heavy_timeout_limit>
      <urgent_timeout_limit>60</urgent_timeout_limit>
      <queue>50</queue>
      <pool>10</pool>
      <heavy_pool>4</heavy_pool>
      <urgent_pool>20</urgent_pool>
      <comeback_ratio>4</comeback_ratio>
      <default_timeout>300</default_timeout>
      <kill_timeout>20</kill_timeout>
    </default_pool>
    <default_single>
      <queue>50</queue>
    </default_single>
    <server_group>
      <queue>500</queue>
    </server_group>
    <client>
      <queue>30</queue>
    </client>
    <default_remote>
      <default_timeout>360000</default_timeout>
      <connect_timeout>20</connect_timeout>
      <startup_timeout>10</startup_timeout>
      <child_connect_timeout>20</child_connect_timeout>
      <child_inactivity_timeout>300</child_inactivity_timeout>
    </default_remote>
  </configuration>
</gend>
<vzlin_backup_serializer>
  <configuration>
    <backend>0</backend>
  </configuration>
</vzlin_backup_serializer>
<vzaenvm>
  <configuration>
    <start_veid>100</start_veid>
    <end_veid>9999999</end_veid>
    <sve_visible>0</sve_visible>
    <timeouts>
      <create>3600</create>
      <operate>300</operate>
      <init>1200</init>
      <clone>3600</clone>
      <move>3600</move>
    </timeouts>
  </configuration>
</vzaenvm>
<vzatbs>
  <configuration>
    <services>
      <service>httpd</service>
      <service>sendmail</service>
```

```
        <service>sshd</service>
      </services>
      <timeouts>
        <template_consistency>600</template_consistency>
        <vzfs_check>1200</vzfs_check>
        <diskquota_fix>1200</diskquota_fix>
        <template_verify>3600</template_verify>
        <template_recover>1200</template_recover>
      </timeouts>
    </configuration>
  </vzatbs>
  <vza_conf>
    <configuration>
      <check_period>5</check_period>
      <sync_period>60</sync_period>
      <dhcp_refresh_min>60</dhcp_refresh_min>
      <dhcp_refresh_max>3600</dhcp_refresh_max>
      <skip_update>0</skip_update>
    </configuration>
  </vza_conf>
  <vza_env_sample_monitor>
    <configuration>
      <sync_period>30</sync_period>
    </configuration>
  </vza_env_sample_monitor>
  <vza_perf>
    <configuration>
      <periods>
        <counters_vz_common>20</counters_vz_common>
        <counters_vz_net>20</counters_vz_net>
        <counters_vz_process>20</counters_vz_process>
        <counters_vz_quota>20</counters_vz_quota>
        <counters_disk>20</counters_disk>
      </periods>
    </configuration>
  </vza_perf>
  <vzanetworkm>
    <configuration/>
  </vzanetworkm>
  <vzapackagem>
    <configuration/>
  </vzapackagem>
  <vzapackagemonitor>
    <configuration>
      <timeouts>
        <refresh>120</refresh>
      </timeouts>
    </configuration>
  </vzapackagemonitor>
  <vzasysd>
    <configuration>
      <cpu_check_period>300</cpu_check_period>
    </configuration>
  </vzasysd>
  <vzaup2date>
    <configuration>
      <no_signatures>0</no_signatures>
    </configuration>
  </vzaup2date>
  <alertm>
    <configuration>
```

```
      <mute_alert_period>-1</mute_alert_period>
      <support_email>support@localhost</support_email>
    </configuration>
  </alertm>
  <resource_alert_monitor>
    <configuration>
      <period>60</period>
    </configuration>
  </resource_alert_monitor>
  <sessionm>
    <configuration>
      <session_expiration>10800</session_expiration>
      <persistent_session_expiration>180</persistent_session_expiration>
    </configuration>
  </sessionm>
  <authm>
    <configuration>
      <realms>
        <realm xsi:type="ns2:dir_realmType">
          <id>d4e56e5a-631a-484c-8173-6b50cc43d1d1</id>
          <type>1</type>
          <name>Virtuozzo Internal</name>
          <address>vzsveaddress</address>
          <port>389</port>
          <base_dn>ou=5850cc75-cbde-784c-be21-026fcd46c9d7,dc=vzl</base_dn>
          <default_dn>cn=users,ou=5850cc75-cbde-784c-be21-
026fcd46c9d7,dc=vzl</default_dn>
          <login>
            <name>Y249dnphZ2VudCxkYz1WWkw=</name>
            <realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</realm>
          </login>
        </realm>
      </realms>
      <default_realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</default_realm>
      <builtin_realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</builtin_realm>
    </configuration>
  </authm>
  <securitym>
    <configuration>
      <az_store>
        <port>389</port>
      </az_store>
      <timeout>600</timeout>
    </configuration>
  </securitym>
  <backup_deserializer>
    <configuration>
      <port>4435</port>
      <default_pool>
        <heavy_timeout_limit>3600</heavy_timeout_limit>
      </default_pool>
    </configuration>
  </backup_deserializer>
  <restore_serializer>
    <configuration>
      <port>4435</port>
      <default_pool>
        <heavy_timeout_limit>3600</heavy_timeout_limit>
      </default_pool>
    </configuration>
  </restore_serializer>
```

```
<backup_storagem>
  <configuration>
    <timeouts>
      <notify>30</notify>
    </timeouts>
  </configuration>
</backup_storagem>
<backupm>
  <configuration>
    <timeouts>
      <backup>82800</backup>
    </timeouts>
  </configuration>
</backupm>
<envm>
  <configuration>
    <timeouts>
      <create>3600</create>
      <operate>300</operate>
      <init>1200</init>
      <clone>3600</clone>
      <move>3600</move>
    </timeouts>
  </configuration>
</envm>
<server_group>
  <configuration>
    <realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</realm>
  </configuration>
</server_group>
<env_event_mon>
  <configuration>
    <period>10</period>
  </configuration>
</env_event_mon>
<computerm>
  <configuration>
    <timeouts>
      <log>120</log>
      <migrate_key>60</migrate_key>
      <migrate>3600</migrate>
    </timeouts>
    <skip_mounts>
      <mount_point>/</mount_point>
      <mount_point>/dev</mount_point>
    </skip_mounts>
  </configuration>
</computerm>
<devm>
  <configuration/>
</devm>
<env_sample_monitor>
  <configuration>
    <sync_period>1800</sync_period>
  </configuration>
</env_sample_monitor>
<env_samplem>
  <configuration/>
</env_samplem>
<filer>
  <configuration/>
```

```
  </filer>
  <firewallm>
    <configuration/>
  </firewallm>
  <http_configurator>
    <configuration>
      <paths>
        templateredhat</template>
        <config>/etc/httpd/conf/httpd.conf</config>
        <bin>/usr/sbin/httpd</bin>
        <service>/etc/init.d/httpd</service>
      </paths>
      <paths>
        templatesuse</template>
        <config>/etc/apache2/httpd.conf</config>
        <bin>/usr/sbin/httpd2</bin>
        <service>/etc/init.d/apache2</service>
      </paths>
      <paths>
        templatedebian</template>
        <config>/etc/apache/httpd.conf</config>
        <bin>/usr/sbin/apache</bin>
        <service>/etc/init.d/apache</service>
      </paths>
      <paths>
        templatefedora core</template>
        <config>/etc/httpd/conf/httpd.conf</config>
        <bin>/usr/sbin/httpd</bin>
        <service>/etc/init.d/httpd</service>
      </paths>
      <paths>
        templatecentos-3</template>
        <config>/etc/httpd/conf/httpd.conf</config>
        <bin>/usr/sbin/httpd</bin>
        <service>/etc/init.d/httpd</service>
      </paths>
      <paths>
        templatecentos-4</template>
        <config>/etc/httpd/conf/httpd.conf</config>
        <bin>/usr/sbin/httpd</bin>
        <service>/etc/init.d/httpd</service>
      </paths>
      <timeouts>
        <analize>1800</analize>
      </timeouts>
      <config_limit>1000000</config_limit>
    </configuration>
  </http_configurator>
  <op_log>
    <configuration>
      <events>604800</events>
      <operation_log>604800</operation_log>
    </configuration>
  </op_log>
  <mailer>
    <configuration/>
  </mailer>
  <migrator>
    <configuration>
      <default_migration_type>0</default_migration_type>
    </configuration>
```

```
  </migrator>
  <packagem>
    <configuration/>
  </packagem>
  <pager>
    <configuration/>
  </pager>
  <envcoll>
    <configuration>
      <timeouts>
        <refresh>120</refresh>
      </timeouts>
    </configuration>
  </envcoll>
  <vzlpagercache>
    <configuration>
      <timeouts>
        <refresh>120</refresh>
      </timeouts>
    </configuration>
  </vzlpagercache>
  <perf_mon>
    <configuration/>
  </perf_mon>
  <processm>
    <configuration/>
  </processm>
  <res_log>
    <configuration>
      <start_time>00:00</start_time>
      <compress>
        <interval>86400</interval>
        <offset>604800</offset>
        <duration>604800</duration>
        <period>14400</period>
        <start_delay>60</start_delay>
      </compress>
      <compress>
        <interval>604800</interval>
        <offset>2592000</offset>
        <duration>2592000</duration>
        <period>86400</period>
        <start_delay>3610</start_delay>
      </compress>
      <compress>
        <interval>2592000</interval>
        <offset>15552000</offset>
        <duration>15552000</duration>
        <period>2592000</period>
        <start_delay>7220</start_delay>
      </compress>
    </configuration>
  </res_log>
  <resourcem>
    <configuration/>
  </resourcem>
  <scheduler>
    <configuration/>
  </scheduler>
  <servicem>
    <configuration>
```

```
      <timeouts>
        <operate>120</operate>
      </timeouts>
    </configuration>
  </servicem>
  <userm>
    <configuration/>
  </userm>
</data>
</ns1:packet>
```

connect

Summary:

Establishes an exclusive connection with a remote Agent.

Request specification:

Name	Min/Max	Type	Description
`connect`			
`{`			
`conn_info`	`1..1`	`connection_infoType` (p. 34)	The remote server connection information.
`}`			

Returns:

Name	Min/Max	Type	Description
`id`	`0..1`	`string`	The ID of the connection that was established to the remote server. When sending requests to the remote server, use this ID as the value of the `target` parameter in the message header. The target Agent operator must be supplied using the `dst/target` parameter (see code examples below).

Description:

The `connect` call allows to establish an exclusive connection between the Agent that you are currently connected to and the Agent installed on a remote server. The connection can then be used to route the messages from the current server to the remote server. Once the connection is established, it can be used infinitely with one exception. The connection times out and closes automatically in 10 minutes of inactivity. To keep the connection open without actually using it, it is enough to ping the remote server over it periodically using the `ping` call (p. 608). When the connection is no longer needed, use `close` (p. 566) to terminate it.

Example:

Establishing an exclusive connection with the specified remote Agent.

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <connect>
        <conn_info>
          <protocol>SSL</protocol>
          <address>192.168.0.84</address>
```

```
          <login>
            <name>cm9vdA==</name>
            <realm>00000000-0000-0000-0000-000000000000</realm>
          </login>
          <password>bXlwYXNz</password>
          <port>4434</port>
        </conn_info>
      </connect>
    </system>
  </data>
</packet>
```

Output

The output contains the connection ID.

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="21c466e9712t41bbra18"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient5-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:id>192.168.0.841</ns2:id>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

The returned connection ID can be used to send Agent requests to the remote server as shown in the following example.

Input

Retrieving a list of Virtuozzo Containers from the remote server. In order to route the messages to the remote server, the `target` element contains the connection ID that we obtained in the previous step. The `dst/target` element contains the name of the target Agent operator (the `vzaenvm` operator in our case). The `data` element is composed in a usual manner.

```
<packet version="4.0.0">
  <target>192.168.0.841</target>
  <dst>
    <target>vzaenvm</target>
  </dst>
  <data>
    <vzaenvm>
      <get_list/>
    </vzaenvm>
  </data>
</packet>
```

The following example pings the remote server over the exclusive connection that we established earlier. Doing so will reset the timeout timer and will keep the connection open.

Input

```
<packet version="4.0.0">
  <target>192.168.0.841</target>
  <data>
    <system>
      <ping/>
    </system>
  </data>
</packet>
```

count_registered

Summary:

Provides information about the clients that are currently registered with the Agent. Used with the `register_client` call (p. 610) to implement licensing functionality in the client software.

Request specification:

Name	Min/Max	Type	Description
`count_registered`			
`{`			
`  id`	`0..1`	`string`	The ID of the client to retrieve the connection info for. If the element is omitted, the information for all registered clients will be retrieved. The ID is assigned to the client connection at the time it is registered with the Agent using the `register_client` call (p. 610).
`}`			

Returns:

Name	Min/Max	Type	Description
`registered`	`0..[]`		Client connection information.
`{`			
`  id`	`1..1`	`string`	
`  count`	`1..1`	`int`	
`}`			

Description:

The `count_registered` call (p. 579) and the `register_client` call (p. 610) allow keeping track of the logged in clients and limiting the number of concurrent connections from the same client application to a given Agent. The following describes a typical usage scenario.

As soon as a client establishes a connection with the Agent, use the `count_registered` call (p. 579) to get the number of currently registered clients with the same ID. Depending on the result, one of the following should happen:

- If the number is less then the maximum allowed number of concurrent connections (the maximum number is determined by you) the login is granted. The new connection is then registered with the Agent using the `register_client` call (p. 610).
- If the number is equal to or greater than the maximum allowed number of connections, the login is denied and the connection is terminated.

It is not necessary to unregister the connection when the client logs off, as Agent does that automatically.

Please note that this call is used to count the permanent connections only. To count the user sessions, use the `sessionm/count_registered` call (p. 523).

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <count_registered/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="51c467017bct323bra18"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient62-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:registered>
      <ns2:id>license_id_333</ns2:id>
      <ns2:count>1</ns2:count>
    </ns2:registered>
    <ns2:registered>
      <ns2:id>license_id_334</ns2:id>
      <ns2:count>1</ns2:count>
    </ns2:registered>
    <ns2:registered>
      <ns2:id>license_id_335</ns2:id>
      <ns2:count>2</ns2:count>
    </ns2:registered>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

distribute

Summary:

Distributes Agent core to a server that doesn't have Virtuozzo Containers software installed on it.

Request specification:

Name	Min/Max	Type	Description
`distribute`			
`{`			
`dst`	`1..1`	`connection_infoType` (p. 34)	The target node connection information.
`}`			

Returns:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	The Server ID that was assigned to the target node.

Description:

The `distribute` call uploads Agent core to a server, starts the uploaded Agent, and tries to establish a connection with it. If all of the above steps complete successfully, the call returns a Server ID identifying the target server. The distribution of Agent core is a necessary step during some of the Agent operations, such as the physical-to-virtual migration (p. 345). The returned Server ID can also be used to route Agent messages to the server through another Node in a Virtuozzo group.

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <distribute>
        <dst>
          <protocol>TCP</protocol>
          <address>192.168.0.123</address>
          <login>
            <name>cm9vdA==</name>
          </login>
          <password>bXlwYXNz</password>
          <port>4433</port>
        </dst>
      </distribute>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="fc465a9994t5f90rc38"
time="2007-05-24T13:26:54+0000" priority="4000" version="4.0.0">
<ns1:origin>system</ns1:origin>
<ns1:target>vzclient21-1df4b04e-0d55-f246-b718-89bbc62fd371</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:system>
    <ns2:eid>a27a53ef-ef7c-41df-8704-7bfd5023c30c</ns2:eid>
  </ns2:system>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

generate_pass

Summary:

Generate a one-time login info that can be used to establish a connection with the specified server.

Request specification:

Name	Min/Max	Type	Description
`generate_pass`			
`{`			
`  eid`	`0..1`	`eid_type` (p. 29)	
`}`			

Returns:

Name	Min/Max	Type	Description
`pass`	`1..1`	`auth_nameType` (p. 33)	

Description:

The login info generated by the `generate_pass` call can be used to establish a connection with the specified server only once. Use this call when you want to establish a connection with a server in order to perform some task but don't want to send your permanent user ID and password over the network. You would normally use a one-time login info to establish a temporary connection with a remote Hardware Node to perform an operation such as server migration. On operation completion, the temporary connection is automatically terminated. At the same time the login info that was used to connect to the remote machine becomes invalid and cannot be used again.

Example:

The following example generates the temporary login info for the remote Hardware Node specified in the `dst` element in the message header.

Input

```
<packet version="4.0.0">
  <dst>
    Host08226eb6-113a-1045-8716-e738d669fd4e</host>
  </dst>
  <data>
    <system>
      <generate_pass/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/sessionm"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="3ec4655918et4509rd64"
priority="0" version="4.0.0">
<ns1:origin>system</ns1:origin>
<ns1:target>vzclient7-1df4b04e-0d55-f246-b718-89bbc62fd371</ns1:target>
<ns1:data>
  <ns1:system>
    <ns2:pass xsi:type="ns3:auth_nameType">
      <ns3:domain>bWFzdGVy</ns3:domain>
      <ns3:name>MzVhYWRjYjYtZGFmNS1lOTQ1LTk0MjQtNzdhMDczN2ExZGNh</ns3:name>
      <ns3:realm>00000000-0000-0000-0000-000000000002</ns3:realm>
    </ns2:pass>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

get_configuration

Summary:

Retrieves the Agent configuration information.

Request specification:

Name	Min/Max	Type	Description
`get_configuration`	`1..1`	`none`	

Returns:

The complete Agent configuration information.

Description:

The Agent configuration data structure consists of individual segments each describing a specific Agent operator or director settings. Some of the settings deal with the internal workings of Agent and will probably be of no interest to an average application developer (these settings should never be modified). Other settings may directly affect the way your client programs operate. Specifically, you might want to review the preset timeout limits and adjust them to suit your particular situation if needed. To modify the Agent configuration, use the `configuration` call (p. 567).

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <get_configuration/>
    </system>
  </data>
</packet>
```

Output

```
<packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="19c46b87e07t2cd6rf28"
priority="0" version="4.0.0">
<origin>gend</origin>
<target>vzclient3-5850cc75-cbde-784c-be21-026fcd46c9d7</target>
<dst>
  <director>gend</director>
</dst>
<data>
  <system>
    <configuration>
      <distribution>
        <item>
          <path>/opt/pvaagent/distribution/distribution.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
```

```
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <distribution>
        <architecture>x86_64</architecture>
        <item>
          <path>/opt/pvaagent/distribution/distribution-x86_64.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <distribution>
        <architecture>ia64</architecture>
        <item>
          <path>/opt/pvaagent/distribution/distribution-ia64.sh</path>
          <type>arch_sh</type>
        </item>
        <item>
          <path>/usr/local/share/vzlinmigrate</path>
          <type>dir</type>
        </item>
        <dst_path>/var/pvaagent.tmp</dst_path>
      </distribution>
      <timeouts>
        <distribute>1800</distribute>
        <connectivity_check>300</connectivity_check>
      </timeouts>
      <map>
        <node>
          <id>5850cc75-cbde-784c-be21-026fcd46c9d7</id>
          Hostlocal</host>
          <conn_info xsi:type="ns1:connection_infoType">
            <protocol>SSL</protocol>
            <port>4434</port>
            <login xsi:type="ns1:auth_nameType">
              <realm>00000000-0000-0000-0000-000000000000</realm>
            </login>
            <address>local</address>
          </conn_info>
        </node>
      </map>
      <log>off</log>
      <id>5850cc75-cbde-784c-be21-026fcd46c9d7</id>
    </configuration>
  </system>
  <gend>
    <configuration>
      <operation_timing/>
      <default_pool>
        <timeout_limit>300</timeout_limit>
        <heavy_timeout_limit>360000</heavy_timeout_limit>
        <urgent_timeout_limit>60</urgent_timeout_limit>
        <queue>50</queue>
        <pool>10</pool>
        <heavy_pool>4</heavy_pool>
```

```
      <urgent_pool>20</urgent_pool>
      <comeback_ratio>4</comeback_ratio>
      <default_timeout>300</default_timeout>
      <kill_timeout>20</kill_timeout>
    </default_pool>
    <default_single>
      <queue>50</queue>
    </default_single>
    <server_group>
      <queue>500</queue>
    </server_group>
    <client>
      <queue>30</queue>
    </client>
    <default_remote>
      <default_timeout>360000</default_timeout>
      <connect_timeout>20</connect_timeout>
      <startup_timeout>10</startup_timeout>
      <child_connect_timeout>20</child_connect_timeout>
      <child_inactivity_timeout>300</child_inactivity_timeout>
    </default_remote>
  </configuration>
</gend>
<vzlin_backup_serializer>
  <configuration>
    <backend>0</backend>
  </configuration>
</vzlin_backup_serializer>
<vzaenvm>
  <configuration>
    <start_veid>100</start_veid>
    <end_veid>9999999</end_veid>
    <sve_visible>0</sve_visible>
    <timeouts>
      <create>3600</create>
      <operate>300</operate>
      <init>1200</init>
      <clone>3600</clone>
      <move>3600</move>
    </timeouts>
  </configuration>
</vzaenvm>
<vzatbs>
  <configuration>
    <services>
      <service>httpd</service>
      <service>sendmail</service>
      <service>sshd</service>
    </services>
    <timeouts>
      <template_consistency>600</template_consistency>
      <vzfs_check>1200</vzfs_check>
      <diskquota_fix>1200</diskquota_fix>
      <template_verify>3600</template_verify>
      <template_recover>1200</template_recover>
    </timeouts>
  </configuration>
</vzatbs>
<vza_conf>
  <configuration>
    <check_period>5</check_period>
```

```
    <sync_period>60</sync_period>
    <dhcp_refresh_min>60</dhcp_refresh_min>
    <dhcp_refresh_max>3600</dhcp_refresh_max>
    <skip_update>0</skip_update>
  </configuration>
</vza_conf>
<vza_env_sample_monitor>
  <configuration>
    <sync_period>30</sync_period>
  </configuration>
</vza_env_sample_monitor>
<vza_perf>
  <configuration>
    <periods>
      <counters_vz_common>20</counters_vz_common>
      <counters_vz_net>20</counters_vz_net>
      <counters_vz_process>20</counters_vz_process>
      <counters_vz_quota>20</counters_vz_quota>
      <counters_disk>20</counters_disk>
    </periods>
  </configuration>
</vza_perf>
<vzanetworkm>
  <configuration/>
</vzanetworkm>
<vzapackagem>
  <configuration/>
</vzapackagem>
<vzapackagemonitor>
  <configuration>
    <timeouts>
      <refresh>120</refresh>
    </timeouts>
  </configuration>
</vzapackagemonitor>
<vzasysd>
  <configuration>
    <cpu_check_period>300</cpu_check_period>
  </configuration>
</vzasysd>
<vzaup2date>
  <configuration>
    <no_signatures>0</no_signatures>
  </configuration>
</vzaup2date>
<alertm>
  <configuration>
    <mute_alert_period>-1</mute_alert_period>
    <support_email>support@localhost</support_email>
  </configuration>
</alertm>
<resource_alert_monitor>
  <configuration>
    <period>60</period>
  </configuration>
</resource_alert_monitor>
<sessionm>
  <configuration>
    <session_expiration>10800</session_expiration>
    <persistent_session_expiration>180</persistent_session_expiration>
  </configuration>
```

```
  </sessionm>
  <authm>
    <configuration>
      <realms>
        <realm xsi:type="ns2:dir_realmType">
          <id>d4e56e5a-631a-484c-8173-6b50cc43d1d1</id>
          <type>1</type>
          <name>Virtuozzo Internal</name>
          <address>vzsveaddress</address>
          <port>389</port>
          <base_dn>ou=5850cc75-cbde-784c-be21-026fcd46c9d7,dc=vzl</base_dn>
          <default_dn>cn=users,ou=5850cc75-cbde-784c-be21-
026fcd46c9d7,dc=vzl</default_dn>
          <login>
            <name>Y249dnphZ2VudCxkYz1WWkw=</name>
            <realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</realm>
          </login>
        </realm>
      </realms>
      <default_realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</default_realm>
      <builtin_realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</builtin_realm>
    </configuration>
  </authm>
  <securitym>
    <configuration>
      <az_store>
        <port>389</port>
      </az_store>
      <timeout>600</timeout>
    </configuration>
  </securitym>
  <backup_deserializer>
    <configuration>
      <port>4435</port>
      <default_pool>
        <heavy_timeout_limit>3600</heavy_timeout_limit>
      </default_pool>
    </configuration>
  </backup_deserializer>
  <restore_serializer>
    <configuration>
      <port>4435</port>
      <default_pool>
        <heavy_timeout_limit>3600</heavy_timeout_limit>
      </default_pool>
    </configuration>
  </restore_serializer>
  <backup_storagem>
    <configuration>
      <timeouts>
        <notify>30</notify>
      </timeouts>
    </configuration>
  </backup_storagem>
  <backupm>
    <configuration>
      <timeouts>
        <backup>82800</backup>
      </timeouts>
    </configuration>
  </backupm>
```

```
<envm>
  <configuration>
    <timeouts>
      <create>3600</create>
      <operate>300</operate>
      <init>1200</init>
      <clone>3600</clone>
      <move>3600</move>
    </timeouts>
  </configuration>
</envm>
<server_group>
  <configuration>
    <realm>d4e56e5a-631a-484c-8173-6b50cc43d1d1</realm>
  </configuration>
</server_group>
<env_event_mon>
  <configuration>
    <period>10</period>
  </configuration>
</env_event_mon>
<computerm>
  <configuration>
    <timeouts>
      <log>120</log>
      <migrate_key>60</migrate_key>
      <migrate>3600</migrate>
    </timeouts>
    <skip_mounts>
      <mount_point>/</mount_point>
      <mount_point>/dev</mount_point>
    </skip_mounts>
  </configuration>
</computerm>
<devm>
  <configuration/>
</devm>
<env_sample_monitor>
  <configuration>
    <sync_period>1800</sync_period>
  </configuration>
</env_sample_monitor>
<env_samplem>
  <configuration/>
</env_samplem>
<filer>
  <configuration/>
</filer>
<firewallm>
  <configuration/>
</firewallm>
<http_configurator>
  <configuration>
    <paths>
      templateredhat</template>
      <config>/etc/httpd/conf/httpd.conf</config>
      <bin>/usr/sbin/httpd</bin>
      <service>/etc/init.d/httpd</service>
    </paths>
    <paths>
      templatesuse</template>
```

```
      <config>/etc/apache2/httpd.conf</config>
      <bin>/usr/sbin/httpd2</bin>
      <service>/etc/init.d/apache2</service>
    </paths>
    <paths>
      templatedebian</template>
      <config>/etc/apache/httpd.conf</config>
      <bin>/usr/sbin/apache</bin>
      <service>/etc/init.d/apache</service>
    </paths>
    <paths>
      templatefedora core</template>
      <config>/etc/httpd/conf/httpd.conf</config>
      <bin>/usr/sbin/httpd</bin>
      <service>/etc/init.d/httpd</service>
    </paths>
    <paths>
      templatecentos-3</template>
      <config>/etc/httpd/conf/httpd.conf</config>
      <bin>/usr/sbin/httpd</bin>
      <service>/etc/init.d/httpd</service>
    </paths>
    <paths>
      templatecentos-4</template>
      <config>/etc/httpd/conf/httpd.conf</config>
      <bin>/usr/sbin/httpd</bin>
      <service>/etc/init.d/httpd</service>
    </paths>
    <timeouts>
      <analize>1800</analize>
    </timeouts>
    <config_limit>1000000</config_limit>
  </configuration>
</http_configurator>
<op_log>
  <configuration>
    <events>604800</events>
    <operation_log>604800</operation_log>
  </configuration>
</op_log>
<mailer>
  <configuration/>
</mailer>
<migrator>
  <configuration>
    <default_migration_type>0</default_migration_type>
  </configuration>
</migrator>
<packagem>
  <configuration/>
</packagem>
<pager>
  <configuration/>
</pager>
<envcoll>
  <configuration>
    <timeouts>
      <refresh>120</refresh>
    </timeouts>
  </configuration>
</envcoll>
```

```
  <vzlpagercache>
    <configuration>
      <timeouts>
        <refresh>120</refresh>
      </timeouts>
    </configuration>
  </vzlpagercache>
  <perf_mon>
    <configuration/>
  </perf_mon>
  <processm>
    <configuration/>
  </processm>
  <res_log>
    <configuration>
      <start_time>00:00</start_time>
      <compress>
        <interval>86400</interval>
        <offset>604800</offset>
        <duration>604800</duration>
        <period>14400</period>
        <start_delay>60</start_delay>
      </compress>
      <compress>
        <interval>604800</interval>
        <offset>2592000</offset>
        <duration>2592000</duration>
        <period>86400</period>
        <start_delay>3610</start_delay>
      </compress>
      <compress>
        <interval>2592000</interval>
        <offset>15552000</offset>
        <duration>15552000</duration>
        <period>2592000</period>
        <start_delay>7220</start_delay>
      </compress>
    </configuration>
  </res_log>
  <resourcem>
    <configuration/>
  </resourcem>
  <scheduler>
    <configuration/>
  </scheduler>
  <servicem>
    <configuration>
      <timeouts>
        <operate>120</operate>
      </timeouts>
    </configuration>
  </servicem>
  <userm>
    <configuration/>
  </userm>
</data>
</packet>
```

get_eid

Summary:

Returns the Server ID of the Hardware Node you are currently connected to.

Request specification:

Name	Min/Max	Type	Description
get_eid	1..1	none	

Returns:

Name	Min/Max	Type	Description
eid	0..1	eid_type (p. 29)	The Server ID assigned to the Hardware Node by Agent.

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <get_eid/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="bc467112fbt3d6cr81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:eid>638a2a56-e689-c340-877d-bd0470f2448c</ns2:eid>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

get_plugins

Summary:

Retrieves a list of installed Agent plug-ins.

Request specification:

Name	Min/Max	Type	Description
get_plugins	1..1		

Returns:

Name	Min/Max	Type	Description
plugin	0..[]		
{			
name	1..1	string	The name of the plug-in.
}			

Description:

If you are experiencing problems using one of the Agent functions, you can use the `get_plugins` call to verify that the appropriate plug-in module is installed on the server. If you don't see the module in the list, you may try reinstalling Agent on the server.

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <get_plugins/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="cc46711f0et2cd6r81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:plugin>
      <ns2:name>VZABackupManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
```

```
      <ns2:name>VZABasicFunctionality</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZARelocator</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZANetworkManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZAOpCompat</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZAPackageManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZAServCompat</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZASysD</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZAUp2date</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLAlertManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLAuthEngine</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLBackupManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLCluster</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLComputerManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLDeviceManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLEnvSampleManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLFileManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLFirewallManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLHTTPConfigurator</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLLicenseManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLLogDB</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLRelocator</ns2:name>
```

```
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLPackageManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLPager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLPerformanceCollector</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLPerformanceMonitor</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLProcessManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLResLog</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLResourceManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLScheduler</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLServiceManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZLUserManager</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>VZVBasicFunctionality</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>mailer</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>vzaproxy</ns2:name>
    </ns2:plugin>
    <ns2:plugin>
      <ns2:name>vzaproxyinsve</ns2:name>
    </ns2:plugin>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

get_realm

Summary:

Retrieves the list of the available Realms from the current Agent configuration.

Request specification:

Name	Min/Max	Type	Description
`get_realm`	`1..1`	`none`	

Returns:

Name	Min/Max	Type	Description
`realms`	`1..1`		
`{`			
`realm`	`1..[]`	`realmType` (p. 60)	The list of the available realms. The appropriate data type will be used for a particular realm type (LDAP, System, etc.). See the subtypes of the `realmType` type for the available realm types.
`}`			

Description:

The `get_realm` request can be executed without being logged in to Agent. It's purpose is to get the IDs of the available realms to use in the `system/login` call (p. 606).

Example:

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <get_realm/>
    </system>
  </data>
</packet>
```

Output

```
<packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/authm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="8c46b82a5at18berf28"
priority="0" version="4.0.0">
<origin>system</origin>
<target>vzclient4-2cbbe469-8f57-7f46-97fb-fd987231d957</target>
<data>
  <system>
    <realms>
      <realm xsi:type="ns2:dir_realmType">
        <login>
          <name>Y249dnphZ2VudCxkYz1WWkw=</name>
```

```
          <realm>3e761571-6607-1344-a064-a42679da8ed9</realm>
        </login>
        <builtin/>
        <name>Virtuozzo Internal</name>
        <type>1</type>
        <id>3e761571-6607-1344-a064-a42679da8ed9</id>
        <address>vzsveaddress</address>
        <port>389</port>
        <base_dn>dc=vzl</base_dn>
        <default_dn>cn=users,dc=vzl</default_dn>
      </realm>
      <realm xsi:type="ns3:realmType">
        <builtin/>
        <name>System</name>
        <type>0</type>
        <id>00000000-0000-0000-0000-000000000000</id>
      </realm>
      <realm xsi:type="ns3:realmType">
        <builtin/>
        <name>Virtuozzo Container</name>
        <type>1000</type>
        <id>00000000-0000-0000-0100-000000000000</id>
      </realm>
    </realms>
  </system>
</data>
</packet>
```

get_state

Summary:

Gets the current states of Agent operators.

Request specification:

Name	Min/Max	Type	Description
get_state	1..1	none	

Returns:

Name	Min/Max	Type	Description
state	0..[]		A list of operators.
{			
operator	1..1	string	Operator name.
queue_size	1..1	int	The size of the queue.
queue_limit	1..1	int	The queue limit.
pool_total	0..1	int	The pool size.
pool_free	0..1	int	The number of operators that are currently available in the pool.
pool_busy	0..1	int	The number of operators that are currently busy.
pool_heavy	0..1	int	The number of operators that are busy processing "heavy" messages.
normal_dyn_limit	0..1	float	Normal messages dynamic limit.
heavy_dyn_limit	0..1	float	Heavy messages dynamic limit.
urgent_dyn_limit	0..1	float	Urgent messages dynamic limit.
normal_limit	0..1	int	Normal messages total limit.
heavy_limit	0..1	int	Heavy messages total limit.
urgent_limit	0..1	int	Urgent messages total limit.
timeout	0..1	int	The default timeout value for the operator.
kill_timeout	0..1	int	The timeout value after which the process associated with the operator will be killed if the default timeout (the `timeout` parameter above) has already happened.
timings	0..1		This structure contains the timing values for the individual operations associated with the given operator. The values can be used for performance evaluation while optimizing the client code.

{			
timing	0..[]		A list of operations and their timing values.
{			
operation	1..1	string	The name of the operation.
count	1..1	int	The total number of times the operation has been executed since the Agent was started on the current machine.
avg	1..1	int	The average time per instance the operation has taken to execute.
min	1..1	int	The minimum execution time.
max	1..1	int	The maximum execution time.
time	1..1	long	The execution time of all the invocation instances combined.
}			
}			
}			

Example:

Input

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="dc467128aet72aer81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:state>
      <ns2:operator>alertm</ns2:operator>
      <ns2:queue_size>0</ns2:queue_size>
      <ns2:queue_limit>50</ns2:queue_limit>
      <ns2:timings/>
    </ns2:state>
    <ns2:state>
      <ns2:operator>authm</ns2:operator>
      <ns2:queue_size>0</ns2:queue_size>
      <ns2:queue_limit>50</ns2:queue_limit>
      <ns2:timings>
        <ns2:timing>
          <ns2:operation>authenticate</ns2:operation>
          <ns2:count>3</ns2:count>
          <ns2:avg>9</ns2:avg>
          <ns2:min>5</ns2:min>
          <ns2:max>15</ns2:max>
          <ns2:time>29</ns2:time>
```

```
        </ns2:timing>
      </ns2:timings>
    </ns2:state>
    <ns2:state>
      <ns2:operator>backup_deserializer</ns2:operator>
      <ns2:queue_size>0</ns2:queue_size>
      <ns2:queue_limit>50</ns2:queue_limit>
      <ns2:pool_total>0</ns2:pool_total>
      <ns2:pool_free>0</ns2:pool_free>
      <ns2:pool_busy>0</ns2:pool_busy>
      <ns2:pool_heavy>0</ns2:pool_heavy>
      <ns2:normal_dyn_limit>10.000000</ns2:normal_dyn_limit>
      <ns2:heavy_dyn_limit>4.000000</ns2:heavy_dyn_limit>
      <ns2:urgent_dyn_limit>20.000000</ns2:urgent_dyn_limit>
      <ns2:normal_limit>10</ns2:normal_limit>
      <ns2:heavy_limit>4</ns2:heavy_limit>
      <ns2:timeout>300</ns2:timeout>
      <ns2:kill_timeout>20</ns2:kill_timeout>
      <ns2:timings/>
    </ns2:state>
    <ns2:state>
      <ns2:operator>backup_storagem</ns2:operator>
      <ns2:queue_size>0</ns2:queue_size>
      <ns2:queue_limit>50</ns2:queue_limit>
      <ns2:pool_total>0</ns2:pool_total>
      <ns2:pool_free>0</ns2:pool_free>
      <ns2:pool_busy>0</ns2:pool_busy>
      <ns2:pool_heavy>0</ns2:pool_heavy>
      <ns2:normal_dyn_limit>10.000000</ns2:normal_dyn_limit>
      <ns2:heavy_dyn_limit>4.000000</ns2:heavy_dyn_limit>
      <ns2:urgent_dyn_limit>20.000000</ns2:urgent_dyn_limit>
      <ns2:normal_limit>10</ns2:normal_limit>
      <ns2:heavy_limit>4</ns2:heavy_limit>
      <ns2:timeout>300</ns2:timeout>
      <ns2:kill_timeout>20</ns2:kill_timeout>
      <ns2:timings/>
    </ns2:state>

    <!-- The rest of the output is omitted for brevity -->

  </ns1:system>
</ns1:data>
</ns1:packet>
```

get_version

Summary:

Returns the internal Agent version number. Please note that this number is not the same as the protocol number (which is defined in the XML schema and is 4.0.0 at the time of this writing). Different versions of Agent software may use the same protocol version number so the two numbers are not directly linked.

Request specification:

Name	Min/Max	Type	Description
get_version	1..1	none	

Returns:

Name	Min/Max	Type	Description
version	0..1	string	The internal Agent version number.

Example:

Input

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <get_version/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="ec46712dddt6952r81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:version>pvaagent-4.0.0</ns2:version>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

get_vocabulary

Summary:

Retrieves the Agent vocabulary data. The call parameters can be used to perform selective retrieval of the vocabulary entries.

Request specification:

Name	Min/Max	Type	Description
`get_vocabulary`			
`{`			
`name`	`0..[]`	`string`	The name of the plug-in. There's a separate section in the vocabulary for every Agent plug-in. By specifying the plug-in name here, you will limit the search to that section only.
`parameter`	`0..[]`	`string`	The name of the parameter in the vocabulary. if you know the name of the parameter that you are looking for, you may specify it here. The information will be retrieved for that parameter only. If the `category` parameter (below) is also specified, the call will search for the parameter in that category only.
`category`	`0..[]`	`string`	The name of the category in the vocabulary. If specified, the search will be limited to that category only.
`}`			

Returns:

Name	Min/Max	Type	Description
`parameter`	`0..[]`	`voc_parameterType` (p. 563)	The requested Agent vocabulary data. If none of the input parameters were specified in the request, this data structure will contain the entire vocabulary.

Description:

The main purpose of the Agent vocabulary is to make the most common server specific information independent from a particular Agent implementation.

Example:

Retrieving the `counters` category parameters from the `generic` section of the vocabulary. This query will return the names of the performance counters used for server monitoring.

Input

```
<packet version="4.0.0">
  <data>
    <system>
      <get_vocabulary>
        <name>generic</name>
        <category>counters</category>
      </get_vocabulary>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/system"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="12c46713b39t5af1r81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns2:vocabulary>
      <ns2:name>generic</ns2:name>
      <ns2:category>
        <id>counters_cpu</id>
        <category>generic</category>
        <category>counters</category>
        <short>CPU usage</short>
        <long>Hardware Node CPU related parameters</long>
      </ns2:category>
      <ns2:category>
        <id>counters_disk</id>
        <category>generic</category>
        <category>counters</category>
        <short>Disk usage</short>
        <long>Disk usage related parametres</long>
      </ns2:category>
      <ns2:category>
        <id>counters_memory</id>
        <category>generic</category>
        <category>counters</category>
        <short>Memory usage</short>
        <long>Memory usage related parametres</long>
      </ns2:category>
      <ns2:category>
        <id>counters_net</id>
        <category>generic</category>
        <category>counters</category>
        <short>Network usage</short>
        <long>Network usage related parametres</long>
      </ns2:category>
      <ns2:category>
        <id>counters_loadavg</id>
        <category>generic</category>
        <category>counters</category>
```

```
        <short>Load average</short>
        <long>CPU usage related parametres</long>
      </ns2:category>
      <ns2:category>
        <id>counters_process</id>
        <category>generic</category>
        <category>counters</category>
        <short>Process info</short>
        <long>Process info related parametres</long>
      </ns2:category>
      <ns2:category>
        <id>counters_system</id>
        <category>generic</category>
        <category>counters</category>
        <short>System info</short>
        <long>System info related parametres</long>
      </ns2:category>
    </ns2:vocabulary>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

login

Summary:

Logs the specified user in and creates a permanent session.

Request specification:

Name	Min/Max	Type	Description
`login`		`auth_nameType` (p. 33)	User login info. To get the list of the available realms, use the `system/get_realm` call (p. 597). You can execute the `get_realm` call without being logged in.
`{`			
`password`	`0..1`	`base64Binary`	User password.
`}`			

Returns:

Name	Min/Max	Type	Description
`token`	`1..1`	`tokenType` (p. 66)	A token containing the user security information.

Description:

The `login` call logs the specified user in and creates a permanent session. Once created, this type of session becomes the default session for the physical connection used. This means that if you execute an Agent request without specifying the session ID, the request will be sent through this session. A permanent session never expires. To close the permanent session, simply disconnect from Agent and the session will be automatically terminated.

Example:

Input

Logging in as the `root` user from the System realm (the host operating system user registry).

```
<packet version="4.0.0">
  <data>
    <system>
      <login>
        <name>cm9vdA==</name>
        <realm>00000000-0000-0000-0000-000000000000</realm>
        <password>bXlwYXNz</password>
      </login>
    </system>
  </data>
</packet>
```

Output

The output contains the security IDs of the user and the groups the user belongs to.

```
<ns1:packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/
system" xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="c9c46714aa5t135b8110r18fa"
priority="0" version="4.0.0">
<ns1:origin>system</ns1:origin>
<ns1:target>vzclient14-cc98fba9-f1d6-fa46-b501-08dd4a0f0050</ns1:target>
<ns1:data>
  <ns1:system>
    <ns2:token xsi:type="ns3:tokenType">
      <ns3:user>AQUAAAAAIAGp+5jM1vFG+rUBCN1KDwBQAAAAAA==</ns3:user>
      <ns3:groups>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQAAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQAQAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQCgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQAgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQAwAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQBAAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIACp+5jM1vFG+rUBCN1KDwBQBgAAAA==</ns3:sid>
        <ns3:sid>AQUAAAAAIAGp+5jM1vFG+rUBCN1KDwBQAAAAAA==</ns3:sid>
      </ns3:groups>
      <ns3:deny_only_sids/>
      <ns3:privileges/>
    </ns2:token>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

Input

Logging in as the `root` user of one of the Virtuozzo Containers. The Realm ID used here is the ID of the Virtuozzo Container Realm (one of the built-in Realms). When the Virtuozzo Container Realm ID is specified, it means that the authentication should be performed against the user registry inside the Virtuozzo Container specified in the `domain` field. The `domain` parameter contains the Server ID of the Container.

```
<packet version="4.0.0" id="3">
  <data>
    <system>
      <login>
        <name>cm9vdA==</name>
        <domain>ZTlhYjI4MzQtZWQ5Ny0xZjRiLWJkNDEtODFjMjdmYWNmYzMw</domain>
        <realm>00000000-0000-0000-0100-000000000000</realm>
        <password>TXlQYXNz</password>
      </login>
    </system>
  </data>
</packet>
```

ping

Summary:

Ping. Used to to test the availability of a host on a network.

Request specification:

Name	Min/Max	Type	Description
ping	1..1	none	

Returns:

OK/Error

Example 1:

Pinging the server that we are connected to.

Input

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <ping/>
    </system>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="15c467156a3t1ebr81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient3-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:system>
    <ns1:ok/>
  </ns1:system>
</ns1:data>
</ns1:packet>
```

Example 2:

This example pings a remote server over the exclusive connection that was established using the `connect` call (p. 576).

Input

```
<packet version="4.0.0">
  <target>192.168.0.841</target>
  <data>
```

```
    <system>
      <ping/>
    </system>
  </data>
</packet>
```

Output

In case of success, the call will return the standard Agent OK message. If the specified server cannot be found, a response similar to the following example will be returned:

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="1fc46715724t153cr81c"
priority="0" version="4.0.0">
<ns1:origin>gend</ns1:origin>
<ns1:target>vzclient4-638a2a56-e689-c340-877d-bd0470f2448c</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:error>
    <ns1:code>2</ns1:code>
    <ns1:message>Targets, specified in the message were not found.</ns1:message>
  </ns1:error>
</ns1:data>
</ns1:packet>
```

register_client

Summary:

Registers a client with the Agent. Used with `count_registered` call (p. 579) to implement licensing functionality in the client software.

Request specification:

Name	Min/Max	Type	Description
`register_client`			
`{`			
`id`	`1..1`	`string`	An arbitrary string representing the client ID. The ID is used to identify the client software from which the connection has been initiated.
`}`			

Returns:

OK/Error

Description:

The `register_client` call and the `count_registered` call (p. 579) allow to keep track of the logged in clients and to limit the number of concurrent connections from the same client software to the Agent. You can use this functionality to implement a licensing policy where only a certain number of instances of your client software can be connected to the Agent at the same time. The following describes a typical usage scenario.

As soon as a client establishes a connection with the Agent, use the `count_registered` call (p. 579) to get the number of currently registered clients with the same ID. Depending on the result, one of the following should happen:

- If the number is less then the maximum allowed number of concurrent connections (the maximum number is determined by you) the login is granted. The new connection is then registered with the Agent using the `register_client` call thus incrementing the counter.
- If the number is equal to or greater than the maximum allowed number of connections, the login is denied and the connection is terminated.

It is not necessary to unregister the connection when the client logs off, as Agent does that automatically.

Please note that this call is used to count the permanent connections only. To count the user sessions, use the `sessionm/register_client` call (p. 521).

Example:

```
<packet version="4.0.0">
  <data>
```

```
    <system>
      <register_client>
        <id>My_Agent_Application</id>
      </register_client>
    </system>
  </data>
</packet>
```

subscribe

Summary:

Subscribes to system event notifications.

Request specification:

Name	Min/Max	Type	Description
`subscribe`			
`{`			
`name`	`1..[]`	`string`	Subscription name. See **Events/Elements** (p. 553) for the available subscriptions.
`}`			

Returns:

- OK/Error on initial execution.
- The following data structure when an event takes place:

Name	Min/Max	Type	Description
`event`	`1..1`	`eventType` (p. 41)	Event data.

Description:

Subscription is a mechanism allowing to monitor the system for critical events, such as the server status changes, Server configuration changes, and some others. It also allows to receive automatic notifications if an alert is raised on the server due to resource allocation problems. To subscribe to the event or an alert notification service, execute this call passing the subscription name.

As soon as the event takes place (or an alert is raised), a message is sent to your client program containing the event data. You recognize the message by examining the value of the `target` element in the message header, which should contain the same event subscription name as the one you used when you subscribed to the event notifications. Please remember that an Agent message may have more than one `target` element. When searching for a particular value, always remember to look through all occurrences of the `target` element.

A subscription remains in effect for the duration of the user session. If the client program disconnects and then re-connects again, the subscription is canceled and the client has to subscribe again. The events that triggered during that time (if any) will be unknown to this client. However, the majority of the events are logged internally by Agent, so you can retrieve this information later. The even log can be accessed using the `event_log` interface (p. 275).

For information on the available events and alerts, see the **Events** section (p. 551).

To stop receiving the event notifications, use the `unsubscribe` (p. 615) call.

Example:

Input

Subscribing to the environment status change events.

```
<packet version="4.0.0" id="2">
  <data>
    <system>
      <subscribe>
        <name>env_status_subscription</name>
      </subscribe>
    </system>
  </data>
</packet>
```

Output

Subscription was a success.

```
<packet priority="0" version="4.0.0" id="2">
  <origin>servd</origin>
  <target>vzclient1</target>
  <data>
    <system>
      <ok/>
    </system>
  </data>
</packet>
```

Output

The following is a notification message received when one of the Environments was stopped. The message contains the Server ID that generated the event, the text message describing the event, and the event data (the old and the new server state and transition codes). Note that one of the `target` elements contains the same value as the one we used in the `name` element in the request, which is `env_status_subscription` -- that's how you recognize the message. Please also note that the inner `data` structure contains the elements specific to this event type, which in this particular case is the `env_status_event` element (p. 554).

```
<packet version="4.0.0">
  <target>events_subscription</target>
  <target>env_status_subscription</target>
  <data>
    <event>
      <eid>849c9be9-5fbb-4e7d-b100-f841f86c150e</eid>
      <time>1155317636</time>
      <source></source>
      <category>env_status_subscription</category>
      <sid>XXX</sid>
      <data>
        <env_status_event>
          <eid>62ec514e-bc38-4aee-830d-cc802ee2aadd</eid>
          <new>
            <state>3</state>
          </new>
          <old>
            <state>3</state>
            <transition>5</transition>
          </old>
        </env_status_event>
```

```
      </data>
      <info>
        <message>
           RW52aXJvbm1lbnQgJWVpZCUgc3RhdHVzIGNoYW5nZWQgZnJvbSAlb2xkJSB0byAlbmV3JQ==
        </message>
        <name></name>
        <translate/>
        <parameter>
          <message>NjJlYzUxNGUtYmMzOC00YWVlLTgzMGQtY2M4MDJlZTJhYWRk</message>
           <name>eid</name>
        </parameter>
        <parameter>
          <message>Mw==</message>
          <name>new</name>
          <translate/>
        </parameter>
        <parameter>
          <message>Mw==</message>
          <name>old</name>
          <translate/>
        </parameter>
      </info>
    </event>
  </data>
  <src>
    <director>gend</director>
  </src>
</packet>
```

uninstall

Summary:

Uninstalls Agent from the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`uninstall`			
`{`			
`  shutdown`	`0..1`	`none`	If this element is included, the Hardware Node will be automatically shut down at the end of the Agent uninstall operation.
`}`			

Returns:

OK/Error

unsubscribe

Summary:

Cancels the specified event subscription. This call is the opposite of the `subscribe` call (p. 612).

Request specification:

Name	Min/Max	Type	Description
`unsubscribe`			
`{`			
`  name`	`1..[]`	`string`	The names of the subscriptions that you would like to cancel.
`}`			

Returns:

OK/Error

The progress packet

Purpose:

This is a special packet that is used to report progress information during long operations.

Output specification:

Name	Min/Max	Type	Description
`progress`		`progress_eventType` (p. 618)	Progress data.

Description:

Only certain types of operations are able to produce progress information. The examples of such operations include creating a Virtuozzo Container, backing up a Container, and others. By default, the progress information is not sent to the client by Agent. In order to receive the information, you must include the `progress="on"` and the `id` attributes in the `packet` element of the message header. Optionally, you can also include the `log="on"` attribute, which will initiate logging of the progress data in the history database.

Example:

The following example shows how to start a Virtuozzo Container backup operation and turn the progress reporting on.

Input

```
<packet progress="on" log="on" id="2" version="4.0.0">
  <target>backupm</target>
  <data>
    <backupm>
      <backup_env>
        <env_list>
          <eid>57c2cd6c-c02b-4645-bdb5-e883ea005896</eid>
        </env_list>
      </backup_env>
    </backupm>
  </data>
</packet>
```

Progress packet:

The following is an example of one of the progress packets received by the client program in response to the request listed above.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="7c45db0eb2t72aer488"
time="2007-02-19T15:01:32+0000" type="1" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
```

```
<ns1:data>
  <ns1:progress>
    <ns1:op>backupm.backup_env</ns1:op>
    <ns1:message>
      <ns1:message>Operation %op_name% is %status%</ns1:message>
      <ns1:name></ns1:name>
      <ns1:translate/>
      <ns1:parameter>
        <ns1:message>YmFja3VwX2Vudg==</ns1:message>
        <ns1:name>op_name</ns1:name>
      </ns1:parameter>
      <ns1:parameter>
        <ns1:message>c3RhcnRlZA==</ns1:message>
        <ns1:name>status</ns1:name>
        <ns1:translate/>
      </ns1:parameter>
    </ns1:message>
    <ns1:status>1</ns1:status>
  </ns1:progress>
</ns1:data>
<ns1:target>log_subscription</ns1:target>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

The packet above needs to be decoded. See `infoType` (p. 43) for the information on how it is done. Once you parse the packed, resolve all the parameters and their values, and decode the base64-encoded values, the actual message will look like this:

```
Operation backup_env is started.
```

Here's a different example of a progress reporting packet. In this case, the packet does not contain any text message but provides the operation status and the progress percentage.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="7c45db0eb2t72aer488"
time="2007-02-19T15:03:25+0000" type="1" priority="4000" version="4.0.0">
<ns1:origin>backupm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
  <ns1:progress>
    <ns1:percent>20</ns1:percent>
    <ns1:status>2</ns1:status>
  </ns1:progress>
</ns1:data>
<ns1:target>log_subscription</ns1:target>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Types

progress_eventType

Summary:

Progress information.

Type specification:

Name	Min/Max	Type	Description
`message`	`0..1`	`infoType` (p. 43)	Progress message. Usually contains a text describing the stage of the operation and may also contain parameters describing the Agent operators involved and some other values.
`percent`	`0..1`	`int`	Progress percentage.
`eid_list`	`0..1`	`eid_listType` (p. 36)	The list of Environments participated in the operation.
`op`	`0..1`	`string`	The name of the operation. This is usually the name of the call that initiated the operation. For example, `backupm.backup_env`.
`status`	`0..1`	`int`	Operation status: `1` -- started. `2` -- processing. `3` -- success. `4` -- error.
`id`	`0..1`	`int`	The original packet ID. This is the ID that you assigned to the original request. Use this ID to match the request and the response messages.
`time`	`0..1`	`datetime_type`	The time elapsed since the operation was started.
`parent_id`	`0..1`		Certain types of operations are initiated automatically by other operations. For such operations, this element will contain the name of a parent operation.

Description:

For more information on progress reporting, see **The progress packet** section (p. 616).

CHAPTER 5

Container (CT) Types and Interfaces

This chapter describes the types and interfaces that are specific to the Virtuozzo Containers management only. The majority of the types and interfaces described here are derived by extension from the base types and interfaces (p. 26).

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Interfaces 632

Common Types

This chapter describes the common data types. There are two main categories of common types:

- Simple Types are custom types that contain the actual data.
- Complex Types are custom types that can contain data, attributes and other elements.

Each category is described in detail in the following sections.

Simple Types

Simple types are custom types that can contain a value but cannot contain attributes or elements. Most of the custom simple types have restrictions added to them in order to limit their content. A restriction can limit the type to a specific primitive data type, it can also define a list of enumerated values, or it can define a string pattern that the value must adhere to.

veid_type

Summary:

Virtuozzo Container ID. The ID is assigned to a Container by the user when the Container is created. This ID is different from the Server ID, which is a globally unique ID assigned to every server (physical or virtual) automatically by Agent.

Type specification:

Restriction: `long`

Complex Types

Complex types are custom types that can contain text, attributes and other elements. This section describes the complex types specific to the Virtuozzo Containers portion of the Parallels Agent API.

log_optionsType

Summary:

Log retrieval options.

Type specification:

Extends `log_options_baseType` (p. 49)

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`0..1`	`int`	Log type.

net_vethType

Summary:

Contains Virtuozzo virtual network adapter configuration information.

Type specification:

Extends `net_nicType` (p. 54)

Adds the following elements:

Name	Min/Max	Type	Description
`wins_server`	`0..[]`	`string`	A list of WINS servers. Each WINS server address must be included in its own element instance.
`nameserver`	`0..[]`	`string`	A list of name servers. Each name server address must be included in its own element instance.
`default_gateway`	`0..1`	`string`	Default gateway info (hostname or IP address).
`host_routed`	`0..1`	`none`	If present, indicates that the adapter is using the `host-routed` communication mode. On Windows, Virtuozzo virtual ethernet adapters inside a Container can operate in both the `host-routed` and the `bridged` modes. Include this element if you want the virtual adapter to use the `host-routed` mode. To use the `bridged` mode, omit the element and specify the Virtuozzo virtual network ID using the `network_id` element (the network ID identifies the physical network adapter on the Hardware Node). On Linux, the default `venet0` adapter can operate in the host-routed mode only, while custom virtual network adapters (the adapters that you create manually) can operate only in the `bridged` mode. When configuring the `venet0` adapter (setting the IP address for example), you must include this element in the request. The adapter name (`venet0`) must also be specified using the `id` element.

The following examples illustrate various Virtuozzo Container network adapter configuration scenarios.

Example 1:

Specifying the IP address for the default `venet0` virtual ethernet adapter inside a Container.

```
<id>venet0</id>
<ip_address>
  <ip>10.17.3.125</ip>
</ip_address>
<host_routed/>
```

Example 2:

Creating a virtual ethernet adapter inside a Container. Naming the adapter `veth1` and connecting it to the `vznet5` Virtuozzo virtual network (for more information on Virtuozzo virtual network and its components see `vzanetworkm` (p. 661)).

```
<id>veth1</id>
<ip_address>
  <ip>10.17.3.126</ip>
</ip_address>
<network_id>vznet5</network_id>
```

Example 3:

Specifying the IP address for the default `venet0` virtual ethernet adapter inside a Container and switching the adapter's operation mode to `host-routed`.

```
<id>venet0</id>
<ip_address>
  <ip>10.17.3.121</ip>
</ip_address>
<host_routed/>
```

Example 4:

Switching the operation mode of the `venet0` adapter to `bridged` by connecting it to the `vzanet3` Virtuozzo virtual network. The network ID on Windows identifies a physical network adapter or a non-Virtuozzo virtual network. The ID must be created using the `vzanetworkm/set` (p. 378) call before you can use it here.

```
<id>venet0</id>
<network_id>dnpuZXQz</network_id>
```

package_std_vztemplateType

Summary:

Contains information about a standard Virtuozzo template. Use this type when installing a standard Virtuozzo template.

Type specification:

Extends `package_vztemplateType` (p. 625)

Adds the following elements:

Name	Min/Max	Type	Description
`base`	`0..1`	`boolean`	`true` indicates that this is a base (standalone) version; `false` indicates otherwise.

package_vztemplateType

Summary:

Contains information about a Virtuozzo EZ template.

Type specification:

Extends `packageType` (p. 56)

Adds the following elements:

Name	Min/Max	Type	Description
`technology`	`0..[]`	`string`	Required or supported technologies.
`os_template`	`1..1`	`boolean`	`true` indicates that this is an OS template; `false` indicates otherwise. When using the `get_info` call (p. 427) to obtain information about a template, this element must be included in the request and must indicate the template type.
`cached`	`1..1`	`boolean`	`true` indicates that the package was cached; false indicates otherwise.
`path`	`0..1`	`base64Binary`	The location of the package.
`uptodate`	`1..1`	`boolean`	`true` indicates that the cached OS template is up to date; `false` indicates otherwise.

Subtypes:

`package_std_vztemplateType` (p. 624)

redirect_serviceType

Summary:

Sets the offline redirect information. Used by the Virtuozzo Container offline management feature.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`string`	Redirect ID.
`port`	`1..1`	`int`	Redirect port.
`dst`	`1..1`	`eid_type` (p. 29)	Redirect Server ID.
`default`	`0..1`	`none`	If set, this service is added to the list of the default services.

Description:

Sets the offline redirect information: the service ID (vzpp or vzpp-plesk), the active port reserved for the offline redirection service, the ID of the Container to which the requests coming to the specified port will be redirected.

templateType

Summary:

Application template name and version.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Template name.
`version`	`0..1`	`string`	Template version.

venv_configType

Summary:

Virtuozzo Container configuration.

Type specification:

Extends vzlt:venv_configType (p. 69)

Adds the following elements:

Name	Min/Max	Type	Description
`veid`	`0..1`	`vzat:veid_type` (p. 620)	Virtuozzo Container ID.
`ve_root`	`0..1`	`string`	Root directory.
`ve_private`	`0..1`	`string`	Private area directory.
`on_boot`	`0..1`	`boolean`	A flag indicating whether the Container should be started on system boot: `true` -- start Container on system boot. `false` -- do not start Container.
`template`	`0..[]`	`templateType` (p. 626)	A list of application templates used by the Container.
`disabled`	`0..1`	`boolean`	A flag indicating whether the Container is enabled or disabled: `true` -- the Container is disabled. `false` -- the Container is enabled.
`offline_management`	`0..1`	`boolean`	A flag indicating whether the offline management is enabled for the Container: true -- the offline management is enabled. false -- the offline management is disabled.
`os_template`	`0..1`	`templateType` (p. 626)	The name of the OS template used by the Container.

`rate_bound`	`0..1`	`boolean`	Activates network interface limitations. Applicable only if network traffic shaping is turned on. `true` -- use the per-Container network rate defined for a network interface. The Container will not be allowed to exceed this limit and to borrow additional traffic from the total rate defined for an interface. `false` -- do not limit network traffic for this Container individually. The traffic will still be limited by the total rate defined for an interface.
`distribution`	`0..1`	`templateType` (p. 626)	Linux distribution information.
`capability`	`0..[]`		A list of capabilities.
`{`			
`id`	`1..1`	`string`	Capability ID.
`value`	`1..1`	`boolean`	Value.
`}`			
`iptables`	`0..[]`	`string`	A list of IP table modules.
`config_customized`	`0..1`	`boolean`	Indicates whether the configuration of the Container was modified after the Container was created: `true` -- the original configuration was modified. `false` -- the original configuration is intact.
`class_id`	`0..1`	`string`	*The parameter is obsolete and is left for compatibility purposes only.*
`ve_type`	`0..1`		Indicates whether the Container is a `repair` Container -- a substitute for another Container being repaired.
`{`			
`veid`	`0..1`	`veid_type` (p. 620)	The ID of a Container being repaired that this Container is substituting for.
`type`	`1..1`	`int`	The Container type. If the `ve_type` element (and consequently this element) is present, the value is always `repair`.
`}`			

offline_service	0..[]	string	A list of offline services. Currently supported services are vzpp and vzpp-plesk.
wins_server	0..[]	string	IP address list for WINS configuration.
net_device	0..[]	net_vethType (p. 622)	Network settings. on Linux, the element is used to specify the parameters that will be used to create or to configure virtual ethernet adapters inside the Container. It is also used to configure the default venet0 virtual adapter. In Windows, the parameter is used to configure the default venet0 virtual adapter.
ts_license_server	0..[]	string	Terminal server (TS) license server list.
ts_mode	0..1	int	Terminal server (TS) mode: 0 -- APPLICATION 1 -- ADMIN
uuid	0..1	string	An internal unique server ID. Used for local installation of EZ templates and by vzcache command-line utility.
allow_reboot	0..1	boolean	Allow Container rebooting.
rate_bound	0..1	boolean	If set to true, traffic shaping will be turned on for this Container. See set_config (p. 665) for more info on traffic shaping.
interface_rate	0..[]		Traffic shaping information.
{			
class_id	1..1	string	VIrtuozzo network class ID. See vzanetworkm (p. 661) for more info on network classes.
rate	1..1	long	Traffic rate in Kbps. This value overrides (for this Container only) the rate specified for the class on the Hardware Node level. See vzanetworkm (p. 661) for more info on network classes.
}			

`slm_mode`	`0..1`	`string`	Memory management mode: `slm` -- Service Level Management. `ubc` -- old-style UBC memory management. `all` -- both SLM and UBC memory management.

virtuozzo_configType

Summary:

Contains the Virtuozzo Container configuration data in bash style -- the format used by Virtuozzo to store configurations.

Type specification:

Extends `native_configType` (p. 51)

Adds the following elements:

Name	Min/Max	Type	Description
`body`	`1..1`	`base64Binary`	The Container configuration data in bash style: `VARNAME="value-string"`

vt_infoType

Summary:

Read-only Virtuozzo Containers information.

Type specification:

Extends `vzlt:vt_infoType` (p. 71)

Adds the following elements:

Name	Min/Max	Type	Description
`sve_eid`	`1..1`	`eid_type` (p. 29)	Service Container ID.
`version`	`1..1`	`string`	Virtuozzo Containers version.
`release`	`1..1`	`string`	Virtuozzo Containers release.

vt_settingsType

Summary:

Contains global Virtuozzo Containers settings.

Type specification:

Extends `vt_settingsType` (p. 71)

Adds the following elements:

Name	Min/Max	Type	Description
`parameter`	`0..[]`		List of parameters.
`{`			
`  id`	`1..1`	`string`	Parameter ID.
`  value`	`1..1`	`string`	Parameter Value.
`}`			
`service`	`0..[]`	`redirect_serviceType` (p. 626)	Sets offline redirect information.
`qos`	`0..[]`	`qosType` (p. 59)	QoS parameters.

Interfaces

The material in this section describes Virtuozzo Containers API interfaces. The term *interface*, as we use it, is somewhat similar to a class in object-oriented programming. We use interfaces to group related data types (structures) and calls (methods). The data types and calls are defined using XML Schema language (XSD). The body of an Agent XML request always begins with the name of an interface followed by the name of a call. The rest of the request body is composed according to the call specifications.

The interfaces described in this chapter provide Virtuozzo Containers management functionality. Please note that the interfaces described here do not comprise a complete list of the Virtuozzo Containers functions. For the complete list please also see the **Base Types and Interfaces** chapter (p. 26).

vzadevm

Purpose:

The device management interface.

Specification:

Derived from the `devm` interface (p. 198).

Calls

Call	Description
get_mounts (p. 213)	Retrieves a list of devices mounted in the specified Container.
new_mount (p. 222)	Mounts the specified device.
umount (p. 230)	Unmounts the specified device.
get_info (p. 211)	Gets information about all available filesystems, partitions and devices.
create_drive (p. 203)	Creates a new file system image file and loopback-mounts it in the specified Container.
delete_drive (p. 207)	Unmounts and deletes the file system image file.
resize_drive (p. 228)	Resizes file system image file.
format_drive (p. 208)	Formats a disk drive.
list_devices (p. 217)	Lists devices available on the Hardware Node.
forward_device (p. 209)	Makes a SCSI device on the Hardware Node visible and accessible to Virtuozzo Containers.
remove_forward (p. 226)	Cancels forwarding of a device (see `forward_device` above).
list_forward (p. 219)	List the device forwarding information (see `forward_device` above).

vzaenvm

Purpose:

Virtuozzo Container management interface.

Specification:

Derived from the `envm` interface (p. 237)

Types

ugid_quota_info

Summary:

Second-level disk quota info.

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Specifies whether this quota is for a user or a group: `0` -- User `1` -- Group
`quota`	`0..[]`	`quota_type` (p. 634)	Quota values.
`grace_period`	`0..1`		Grace periods for second-level quotas (affects all other Container quotas).
`{`			
`  inodes`	`1..1`	`int`	Disk inodes grace period in seconds.
`  space`	`1..1`	`int`	Disk space grace period in seconds.
`}`			

quota_type

Summary:

Second-level disk quota values.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`int`	User or group ID.
`diskspace`	`1..1`	`quota_limit` (p. 635)	Disk space limitations.
`diskinodes`	`1..1`	`quota_limit` (p. 635)	Disk inodes limitations.

quota_limit

Summary:

Second-level disk quota limits.

Type specification:

Name	Min/Max	Type	Description
`cur`	`1..1`	`long`	Current value.
`soft`	`1..1`	`long`	Soft limit.
`hard`	`1..1`	`long`	Hard limit.

validationType

Summary:

Contains the results of the Virtuozzo Container configuration validation.

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Warning level from 0 to 3 with 0 being the most critical error.
`warning`	`1..1`	`string`	A warning message.
`formula`	`1..1`	`string`	A mathematical statement expressing the Container configuration rule that has been violated. The statement consists of names of the QoS counters as variables, and the usual mathematical symbols. Please note that the < (less than) and > (greater than) signs will be substituted with `<` and `>` respectively. Consider the following example: `tcpsndbuf.hard - tcpsndbuf.soft >= 2.5kb * numtcpsock` By substituting the `>` sequence in the statement above, we'll get the formula: `tcpsndbuf.hard - tcpsndbuf.soft >= 2.5kb * numtcpsock`
`qosID`	`1..[]`	`string`	The IDs of the QoS counters that violated the rule specified in the `formula` element.

Calls

Call	Description
create (p. 239)	Creates a new Virtuozzo Container.
repair (p. 259)	Creates a Virtuozzo Container as a temporary replacement for another Container that needs repairs.
stop_repair (p. 271)	Stops and destroys the temporary Container created by the repair call.
start (p. 269)	Starts the specified Container.
stop (p. 270)	Stops the specified Container.
restart (p. 260)	Restarts a Container..
destroy (p. 246)	Destroys an Container.
get_info (p. 247)	Retrieves information about a Container.
get_list (p. 253)	Gets a list of Virtuozzo Containers.
set (p. 262)	Sets the Container configuration parameters.
get_vt_settings (p. 257)	Retrieves Virtuozzo Containers settings.
set_vt_settings (p. 268)	Allows to modify Virtuozzo Containers settings.
get_vt_info (p. 256)	Retrieves read-only Virtuozzo Containers information.
get_native_config (p. 273)	Obtains a native Container configuration based on the provided virtual configuration.
get_virtual_config	Obtains virtual configuration based on the provided native Container configuration..
mount (p. 644)	Mounts a Container private area.
umount (p. 652)	Unmounts a Container private area.
suspend (p. 651)	Suspends a Container.
resume (p. 647)	Resume a Container.
set_user_password (p. 650)	Sets user password in a Container.
upgrade (p. 653)	Upgrades a Container.
determine_env (p. 638)	Gets Server ID of a Container by IP address. *Internal call. Not used in client applications.*
set_ugid_quota (p. 649)	Sets second-level disk quota.
get_ugid_quota (p. 643)	Gets second-level disk quota.
get_split_conf (p. 640)	Calculates an optimal sample Container configuration.
validate (p. 654)	Validates a sample Container configuration.
get_script (p. 639)	Retrieves a list of scripts used during reinstallation of a Virtuozzo Container.
set_script (p. 648)	Adds a custom script to a Virtuozzo Container that can later be used while reinstalling the Container.

del_script (p. 637)	Deletes a script from a Container.
recover_template (p. 645)	Attempts to recover all Virtuozzo Container templates.

del_script

Summary:

Adds a re-installation script to the Container.

Request specification:

Name	Min/Max	Type	Description
`del_script`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the Container to delete the script from.
`type`	`0..1`	`string`	Script type. The only available type at the time of this writing is `reinstall`.
`name`	`0..1`	`string`	The name of the script to delete.
`}`			

Returns:

OK/Error

Description:

The `del_script` call allows to delete a reinstall script from the Container. For more information on reinstall scripts see the `get_script` (p. 639) and `set_script` (p. 648) calls.

determine_env

Summary:

Determines the Server ID of a Virtuozzo Container by the specified IP information.

This call is used by Virtuozzo tools only and should not be used in client programs.

Request specification:

Name	Min/Max	Type	Description
`determine_env`			
`{`			
`link`	`1..1`		
`{`			
`ip`	`1..1`	`ip_type` (p. 29)	Container IP address.
`port`	`0..1`	`int`	Container port number.
`client_ip`	`0..1`	`ip_type` (p. 29)	Client IP address.
`client_port`	`0..1`	`int`	Client IP port number.
`}`			
`}`			

Returns:

Name	Min/Max	Type	Description
`eid`	`0..1`	`eid_type` (p. 29)	Server ID.

get_script

Summary:

Retrieves a list of scripts used during reinstallation of a Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`get_script`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the server to get the scripts for.
`type`	`0..1`	`string`	Script type. The only available type at the time of this writing is `reinstall`.
`name`	`0..1`	`string`	If you would like to retrieve the information about a particular script, specify its name here. Omit the element to retrieve the information about all available scripts.
`}`			

Returns:

Name	Min/Max	Type	Description
`script`	`1..1`		
`{`			
`name`	`1..1`	`string`	The name of the scripts.
`type`	`1..1`	`string`	Script type.
`description`	`0..1`	`base64Binary`	Script description.
`body`	`0..1`	`base64Binary`	The body of the script.
`}`			

Description:

A Virtuozzo Container can be reinstalled if the administrator has inadvertently modified, replaced, or deleted any of the files that are a part of an application or operating system template thus breaking the Container itself or an application installed inside it. During reinstallation, a series of scripts is executed in order to bring the application templates inside a Container to their original working states. Every Container may have its own set of scripts depending on the application templates installed in it. The `get_script` call allows to retrieve a list of the available scripts. The list can then be used to select the scripts to execute if you are performing custom reinstall. See the `vzatbs/fix` call for more information.

To add a custom script to a Container, use the `set_script` call (p. 648).

get_split_conf

Summary:

Calculates an optimal sample Container configuration.

Request specification:

Name	Min/Max	Type	Description
`get_split_conf`	`1..1`		
`{`			
`number`	`1..1`		The projected number of Containers.
`}`			

Returns:

Name	Min/Max	Type	Description
`config`	`1..1`	`vzat:venv_config Type` (p. 627)	The calculated sample configuration.

Description:

If you know that a given Hardware Node will be hosting a certain maximum number of Containers, you can use the `get_split_conf` call to calculate an optimal sample Container configuration, which can be used to create Containers. The calculation is done based on the available Hardware Node resources by dividing them equally between the projected number of Containers. Before creating Containers using the sample configuration produced by this call, it is important to validate the configuration with the `validate` call (p. 654).

The `get_split_conf` call utilizes a Virtuozzo command-line tool called `vzsplit`. For more information on `vzsplit` please refer to Virtuozzo documentation.

Example:

Getting the sample configuration for the total of 20 Virtuozzo Containers.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_split_conf>
        <number>20</number>
      </get_split_conf>
    </vzaenvm>
  </data>
</packet>
```

Output

```
<ns1:packet priority="0" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
```

```
<ns1:data>
  <ns2:vzaenvm>
    <ns2:env_config xsi:type="ns3:venv_configType">
      <ns3:qos>
        <ns3:id>avnumproc</ns3:id>
        <ns3:hard>96</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>cpuunits</ns3:id>
        <ns3:hard>6677</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>dcachesize</ns3:id>
        <ns3:hard>1769472</ns3:hard>
        <ns3:soft>1717933</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>dgramrcvbuf</ns3:id>
        <ns3:hard>497780</ns3:hard>
        <ns3:soft>497780</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>diskinodes</ns3:id>
        <ns3:hard>88000</ns3:hard>
        <ns3:soft>80000</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>diskspace</ns3:id>
        <ns3:hard>225280</ns3:hard>
        <ns3:soft>204799</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>kmemsize</ns3:id>
        <ns3:hard>8692068</ns3:hard>
        <ns3:soft>7901880</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>lockedpages</ns3:id>
        <ns3:hard>385</ns3:hard>
        <ns3:soft>385</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numfile</ns3:id>
        <ns3:hard>3072</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numflock</ns3:id>
        <ns3:hard>337</ns3:hard>
        <ns3:soft>307</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numiptent</ns3:id>
        <ns3:hard>100</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numothersock</ns3:id>
        <ns3:hard>400</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numproc</ns3:id>
        <ns3:hard>400</ns3:hard>
```

```
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numpty</ns3:id>
        <ns3:hard>40</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numsiginfo</ns3:id>
        <ns3:hard>1024</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>numtcpsock</ns3:id>
        <ns3:hard>400</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>oomguarpages</ns3:id>
        <ns3:hard>2147483647</ns3:hard>
        <ns3:soft>11701</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>othersockbuf</ns3:id>
        <ns3:hard>2136180</ns3:hard>
        <ns3:soft>497780</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>physpages</ns3:id>
        <ns3:hard>2147483647</ns3:hard>
        <ns3:soft>0</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>privvmpages</ns3:id>
        <ns3:hard>12871</ns3:hard>
        <ns3:soft>11701</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>shmpages</ns3:id>
        <ns3:hard>1170</ns3:hard>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>tcprcvbuf</ns3:id>
        <ns3:hard>2633960</ns3:hard>
        <ns3:soft>995560</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>tcpsndbuf</ns3:id>
        <ns3:hard>2633960</ns3:hard>
        <ns3:soft>995560</ns3:soft>
      </ns3:qos>
      <ns3:qos>
        <ns3:id>vmguarpages</ns3:id>
        <ns3:hard>2147483647</ns3:hard>
        <ns3:soft>11701</ns3:soft>
      </ns3:qos>
    </ns2:env_config>
  </ns2:vzaenvm>
</ns1:data>
</ns1:packet>
```

get_ugid_quota

Summary:

Gets second-level disk quota.

Request specification:

Name	Min/Max	Type	Description
`get_ugid_quota`	`1..1`		
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`id`	`0..[]`	`int`	User or group ID to get the quota for.
`type`	`1..1`	`int`	Specifies whether the `id` element contains a user ID or a group ID: `0` -- User. `1` -- Group.
`}`			

Returns:

Name	Min/Max	Type	Description
`ugid_quota`	`1..1`	`ugid_quota_info` (p. 634)	The requested second-level quota info.

Description:

Virtuozzo supports two levels of disk quotas that can be set for a Container: *first-level quotas* and *second-level quotas*.

First-level quotas enable system administrator to limit the amount of disk space and the number of inodes that an individual Container can use. First-level quotas are enabled in Virtuozzo by default but can be turned on or off for an individual Container through Container configuration.

Second-level quotas allow to limit the amount of disk space and the number of inodes that an individual user or a group in a Container is allowed to use.

Example:

Getting second-level disk quota for the user "root" in the specified Container.

Input:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <get_ugid_quota>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
        <id>0</id>
```

```
        <type>0</type>
      </get_ugid_quota>
    </vzaenvm>
  </data>
</packet>
```

mount

Summary:

Mounts a Container private area.

This is a logged operation.

Request specification:

Name	Min/Max	Type	Description
`mount`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

The `mount` call allows to mount a Container private area without actually starting the Container itself. Once the private area is mounted, it can be accessed at the `/vz/root/[veid]` path on the Hardware Node. To unmount a Container, use the `umount` call (p. 230).

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <mount>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
      </mount>
    </vzaenvm>
  </data>
</packet>
```

recover_template

Summary:

The `recover_template` call is used to restore the original state of a Virtuozzo Container system and application files in case the Container administrator has inadvertently modified, replaced, or deleted any of the files (more precisely the VZFS symlinks in the Container private area) that are part of an application or operating system template. The symlinks may be restored by rewriting the original symlinks to the Container private area (recover) or by creating an entirely new private area to replace the existing one (reinstall).

Request specification:

Name	Min/Max	Type	Description
`recover_template`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID of the Container.
`password`	`0..1`	`base64Binary`	Use this element to specify the new password for the user `root`.
`clean`	`0..1`	`none`	Include this element to reinstall the Container private area. The procedure consists of the following steps: 1. A new private area is created. 2. All installed applications are reinstalled in the new private area. 3. If the `password option` (above) is NOT included, all existing user profiles will be copied to the new private area. If the option is included, the users will be discarded. 4. If the `skipbackup` option (below) is NOT included, the old Container private area will be backed up to the `/old` directory on the host machine. **Note**: If you use non-default configurations on some of the services, the services will be available in the `/old` directory only. Thus, some of the services may not work as intended.

skipbackup	0..1	none	By default, the old private area of the Container is backed up to the /old directory on the Hardware Node. Include this element if you don't want to create a backup.
script	0..[]	string	During the reinstallation procedure, a series of scripts is executed in order to bring the application templates inside a Container to their original working states. These scripts are supplied by the application vendors and are copied to the Hardware Node when you initially install an application template. By default all available scripts will be executed automatically. You may use this element to manually specify the names of the scripts to execute. To retrieve the names of the available scripts use the get_script call (p. 639).
}			

Returns:

OK/Error

Example:

The following example demonstrates how to recover the Container private are using the default options.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <recover_template>
        <eid>6576a097-9823-ea48-94a1-4c09e824292c</eid>
      </recover_template>
    </vzaenvm>
  </data>
</packet>
```

The following example demonstrates how to reinstall the Container private area.

Input

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <recover_template>
        <eid>6576a097-9823-ea48-94a1-4c09e824292c</eid>
        <password>bmV3cGFzcw==</password>
```

```
        <clean/>
      </recover_template>
    </vzaenvm>
  </data>
</packet>
```

resume

Summary:

Resumes a suspended Container.

Request specification:

Name	Min/Max	Type	Description
resume			
{			
eid	1..1	eid_type (p. 29)	Server ID.
}			

Returns:

OK/Error

Description:

Resumes the normal operation of a Container that was previously suspended with the suspend call (p. 651).

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <resume>
        <eid>3e25fee2-1163-4336-9e74-8b8097936d47</eid>
      </resume>
    </vzaenvm>
  </data>
</packet>
```

set_script

Summary:

Adds a re-installation script to the Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`set_script`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The ID of the Container to add the script to.
`type`	`0..1`	`string`	Script type. The only available type at the time of this writing is `reinstall`.
`name`	`0..1`	`string`	A name that you would like to use for he script.
`body`	`0..1`	`base64Binary`	The body of the script.
`}`			

Returns:

OK/Error

Description:

A Virtuozzo Container can be reinstalled if the administrator has inadvertently modified, replaced, or deleted any of the files that are a part of an application or operating system template thus breaking the Container or an application installed inside it. During reinstallation, a series of scripts are executed in order to bring the application templates inside a Container to their original working states. Every Container may have its own set of scripts depending on the application templates installed in it. The `set_script` call allows to add a custom script to the Container that can be used later while performing a custom Container reinstall. See the `vzatbs/fix` call for more information.

To get the list of the available scripts, use the `get_script` call (p. 639).

set_ugid_quota

Summary:

Sets second-level disk quota.

Request specification:

Name	Min/Max	Type	Description
set_ugid_quota	1..1		
{			
eid	1..1	eid_type (p. 29)	Server ID.
ugid_quota	1..1	ugid_quota_info (p. 634)	Second-level quota information.
}			

Returns:

OK/Error

Description:

Virtuozzo supports two levels of disk quotas that can be set for a Container: *first-level quotas* and *second-level quotas*.

First-level quotas enable system administrator to limit the amount of disk space and the number of inodes that an individual Container can use. First-level quotas are enabled in Virtuozzo by default but can be turned on or off for an individual Container through Container configuration.

Second-level quotas allow to limit the amount of disk space and the number of inodes that an individual user or a group in a Container is allowed to use. Second-level quotas are not turned on by default and must be set for each Container separately. To set second-level quotas for a Container, first-level quotas must be turned on for that Container.

Example:

Setting second-level quotas for the user "root" in the specified Container.

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set_ugid_quota>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
        <ugid_quota>
           <type>0</type>
           <quota>
             <id>0</id>
             <diskspace>
               <soft>1000000</soft>
               <hard>1500000</hard>
             </diskspace>
```

```
            <diskinodes>
              <soft>1000</soft>
              <hard>15000</hard>
            </diskinodes>
          </quota>
        </ugid_quota>
      </set_ugid_quota>
    </vzaenvm>
  </data>
</packet>
```

set_user_password

Summary:

Sets a user password in a Container, creating the user if he/she doesn't exist.

Request specification:

Name	Min/Max	Type	Description
`set_user_password`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`name`	`0..1`	`string`	User name. If not specified, the default user with administrative privileges is used.
`password`	`1..1`	`base64Binary`	New password.
`}`			

Returns:

OK/Error

Description:

To set a user password, a Container doesn't have to be running. If it is stopped, the Container private area will be automatically mounted and then unmounted on completion. If the user doesn't exist, a new user will be added to the user registry using the supplied name and password.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <set_user_password>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
        <name>johndoe</name>
        <password>bXlwYXNz</password>
      </set_user_password>
    </vzaenvm>
  </data>
</packet>
```

suspend

Summary:

Suspends a running Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`suspend`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

Use this call to suspend a running Container without shutting it down. You can suspend a Container at any time. If a Container temporarily cannot be suspended (it is in a transitional status for example), the call will return an error. The status of a suspended Container is "suspended". To a resume the Container operation, use the `resume` call (p. 647).

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <suspend>
        <eid>78c510e9-6e4f-5349-9e22-48841e709fea</eid>
      </suspend>
    </vzaenvm>
  </data>
</packet>
```

umount

Summary:

Unmounts a Container private area.

Request specification:

Name	Min/Max	Type	Description
`unmount`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`}`			

Returns:

OK/Error

Description:

Un-mounts a Container private area that was previously mounted using the `mount` call (p. 644). You cannot unmount private area of a Container that is running (the `stop` call (p. 270) unmounts the Container private area automatically.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <umount>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
      </umount>
    </vzaenvm>
  </data>
</packet>
```

upgrade

Summary:

Upgrades the OS template used by the specified Container.

Request specification:

Name	Min/Max	Type	Description
`upgrade`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`options`	`0..1`		Upgrade options.
`{`			
`force`	`0..1`	`none`	Force the operation if possible.
`}`			
`}`			

Returns:

OK/Error

Description:

The upgrade call can perform two kinds of upgrades depending on the OS template that the specified Container is currently using:

1. If the Container uses an old-style Virtuozzo OS template, the call will search for the equivalent EZ template on the Hardware Node. If the template is available, the Container will be upgraded to use that template. If the appropriate EZ template is not available, the call will return an error.
2. If the Container uses an EZ template already, the call will check if a newer version is installed on the Hardware Node, and will upgrade the Container if there's.

Example:

```
<packet version="4.0.0" id="2">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <upgrade>
        <eid>6dbd99dc-f212-45de-a5f4-ddb78a2b5280</eid>
        <options>
          <force/>
        </options>
      </upgrade>
    </vzaenvm>
  </data>
</packet>
```

validate

Summary:

Validates a sample configuration.

Request specification:

Name	Min/Max	Type	Description
`validate`	`1..1`		
`{`			
`config`	`1..1`	`env_configType` (p. 37)	Sample configuration. Only the `qos` portion of the derived type `venv_configType` (p. 69) is actually used here.
`}`			

Returns:

Name	Min/Max	Type	Description
`validation`	`1..1`	`validationType` (p. 635)	Validation results. If the configuration is valid, the returned packet will be empty.

Description:

Sample configurations are used to create Virtuozzo Containers. A sample configuration contains QoS parameters that define how the system resources will be used. The values of the QoS parameters must satisfy the predefined formulae in order for the Container to function properly (you can find the formulae in the Agent dictionary). An individual formula usually has more than one QoS parameter, and an individual QoS parameter is usually referenced in more than one formula. So it is very important that the values of all the QoS parameters are set up correctly. The `validate` call will evaluate the current QoS parameter values using the existing formulae. If any of the formulae is violated, the return will contain the formula and the names of the invalid QoS parameters. You should always use this call to validate a new sample configuration before using it to create Virtuozzo Containers.

Example:

Submitting a Virtuozzo Container configuration for validation. Note the `dcachesize` QoS parameter. It contains a random value that we put there intentionally for the purpose of getting a negative validation result as a demonstration.

Input

```
<packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" version="4.0.0">
  <target>vzaenvm</target>
  <data>
    <vzaenvm>
      <validate>
```

```
        <config xsi:type="ns2:venv_configType">
          <qos>
            <id>avnumproc</id>
            <hard>96</hard>
          </qos>
          <qos>
            <id>cpuunits</id>
            <hard>6677</hard>
          </qos>
          <qos>
            <id>dcachesize</id>
            <hard>222222222222</hard>
            <soft>1717933</soft>
          </qos>
          <qos>
            <id>dgramrcvbuf</id>
            <hard>497780</hard>
            <soft>497780</soft>
          </qos>
          <qos>
            <id>diskinodes</id>
            <hard>88000</hard>
            <soft>80000</soft>
          </qos>
          <qos>
            <id>diskspace</id>
            <hard>225280</hard>
            <soft>204799</soft>
          </qos>
          <qos>
            <id>kmemsize</id>
            <hard>8692068</hard>
            <soft>7901880</soft>
          </qos>
          <qos>
            <id>lockedpages</id>
            <hard>385</hard>
            <soft>385</soft>
          </qos>
          <qos>
            <id>numfile</id>
            <hard>3072</hard>
          </qos>
          <qos>
            <id>numflock</id>
            <hard>337</hard>
            <soft>307</soft>
          </qos>
          <qos>
            <id>numiptent</id>
            <hard>100</hard>
          </qos>
          <qos>
            <id>numothersock</id>
            <hard>400</hard>
          </qos>
          <qos>
            <id>numproc</id>
            <hard>400</hard>
          </qos>
          <qos>
```

```
            <id>numpty</id>
            <hard>40</hard>
          </qos>
          <qos>
            <id>numsiginfo</id>
            <hard>1024</hard>
          </qos>
          <qos>
            <id>numtcpsock</id>
            <hard>400</hard>
          </qos>
          <qos>
            <id>oomguarpages</id>
            <hard>2147483647</hard>
            <soft>11701</soft>
          </qos>
          <qos>
            <id>othersockbuf</id>
            <hard>2136180</hard>
            <soft>497780</soft>
          </qos>
          <qos>
            <id>physpages</id>
            <hard>2147483647</hard>
            <soft>0</soft>
          </qos>
          <qos>
            <id>privvmpages</id>
            <hard>12871</hard>
            <soft>11701</soft>
          </qos>
          <qos>
            <id>shmpages</id>
            <hard>1170</hard>
          </qos>
          <qos>
            <id>tcprcvbuf</id>
            <hard>2633960</hard>
            <soft>995560</soft>
          </qos>
          <qos>
            <id>tcpsndbuf</id>
            <hard>2633960</hard>
            <soft>995560</soft>
          </qos>
          <qos>
            <id>vmguarpages</id>
            <hard>2147483647</hard>
            <soft>11701</soft>
          </qos>
        </config>
      </validate>
    </vzaenvm>
  </data>
</packet>
```

Output

The configuration that we submitted did not pass validation because the `dcachesize` parameter contained an incorrect value. The result set contains all of the affected parameters, the description of the problem, and the validation formula that was used.

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzaenvm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="24c462f8c2bt99re14"
time="2007-04-25T19:51:05+0000" priority="0" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzaenvm>
    <ns2:validation>
      <ns2:type>0</ns2:type>
      <ns2:qos_id>avnumproc</ns2:qos_id>
      <ns2:qos_id>kmemsize</ns2:qos_id>
      <ns2:qos_id>dcachesize</ns2:qos_id>
      <ns2:warning>This constraint is important for reliable work of applications in
the Virtual Private Server. If it is not satisfied , applications will start to fail at
the middle of operations instead of failing at the moment of spawning more processes,
and the application abilities to handle resource shortage will be very
limited.</ns2:warning>
      <ns2:formula>kmemsize.soft &amp;gt;= 40kb * avnumproc +
dcachesize.hard</ns2:formula>
    </ns2:validation>
  </ns2:vzaenvm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

If a configuration is valid, you should receive a packet similar to the following example.

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzaenvm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="23c462f8c22tf3ere14"
time="2007-04-25T19:50:58+0000" priority="0" version="4.0.0">
<ns1:origin>vzaenvm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzaenvm/>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

vzarelocator

Purpose:

Virtuozzo Container migration interface.

Specification:

Derived from the `relocator` interface (p. 340)

Types

clone_optionsType

Summary:

The Container cloning options.

Type specification:

Extends `relocator:clone_optionsType` (p. 340)

Adds the following elements:

Name	Min/Max	Type	Description
`fast`	`0..1`	`none`	*This parameter is not currently used.*

`config`	`0..1`	`venv_configType` (p. 69)	Custom configuration parameters to apply to the resulting Containers.
			Currently, you can only set the names of the private area and root directories. If you are creating more than one clone, you can only use the default names as shown in the following example:
			`/vz/root/$VEID`
			`/vz/private/$VEID`
			To set other configuration parameters such as name, hostname, IP address, etc., use the `vzaenvm/set` call (p. 262) on each Container individually after the cloning operation is complete.

`veid`	`0..1`	`veid_type` (p. 620)	Container IDs to use for the clones. If you are creating more than one clone but the number of VEIDs specified here is less than the number of clones (i.e. not enough VEIDs for all of them), the VEIDs for some of the Containers will be allocated automatically from the VEID pool. If the element is omitted, every resulting Container will have an automatically assigned VEID.

hw_notesType

Summary:

Contains information about the files and directories that should be excluded from migration, and the list of warning messages. The structure is used in the `calc_env_config` call (p. 357) where it is returned together with the Container configuration information.

Type specification:

Extends `relocator:hw_notesType` (p. 344)

Adds the following elements:

Name	Min/Max	Type	Description
`exclude`	`1..[]`		A list of files and directories to be excluded from migration.
`{`			
`path`	`1..1`	`base64Binary`	Pathname.
`discardable`	`1..1`	`boolean`	Indicates whether the exclusion is optional or not: `0` -- indicates that it is critical to exclude the path from migration. `1` -- indicates that the exclusion is recommended but is optional. You will have to decide yourself whether it is really necessary to exclude the specified file or directory.
`}`			
`warning`	`1..[]`		A list of warning messages.
`{`			
`message`	`1..1`	`string`	Message text.
`code`	`1..1`	`int`	Code.
`}`			

Calls

Call	Description
migrate_p2v (p. 345)	Physical to virtual migration.
migrate_v2v (p. 351)	Virtual to virtual migration.
migrate_v2p (p. 356)	Virtual to physical migration.
calc_env_config (p. 357)	Calculates configuration parameters for for P2V migration.
move (p. 361)	Moves the environment's private area to a different location.
clone (p. 363)	Clones an environment.

vzanetworkm

Purpose:

The `vzanetworkm` interface allows to configure Virtuozzo virtual network settings and network traffic shaping on the Hardware Node. The virtual network devices that can be managed through this interface include virtual LAN adapters (or VLAN adapters) and network bridges. The network traffic shaping is managed by configuring Virtuozzo network classes (IP address ranges) and network interfaces to use these classes. The network settings inside Virtuozzo Virtual Environments are managed through the `envm` interface (p. 237).

Specification:

Derived from the `networkm` interface (p. 364).

Types

class_rateType

Summary:

Contains network traffic rates assigned to a Virtuozzo network class.

Type specification:

Name	Min/Max	Type	Description
`id`	`1..1`	`string`	Network class ID.
`rate`	`0..1`	`long`	Traffic rate value in Kbps.
`totalrate`	`0..1`	`long`	Total traffic rate value in Kbps.

net_configType

Summary:

Contains network traffic shaping configuration information.

Type specification:

Name	Min/Max	Type	Description
shaping	0..1	none	If present, traffic shaping is turned on.
range	0..[]		A list of Virtuozzo network classes. A class is a range of IP addresses for which you would like to manage traffic shaping.
{			
class_id	1..1	string	Class ID. An arbitrary string.
ip_address	1..1	ip_addressType (p. 46)	IP address range assigned to the class. The range is defined by specifying the IP address and a subnet mask.
comment	1..1	base64Binary	A free form comment.
}			
class	0..[]	class_rateType (p. 662)	Class-level network traffic rates.
interface	0..[]		Network interface-level bandwidth information.
{			
net_device_id	1..1	string	Network interface ID.
bandwidth	1..1	long	Bandwidth in Kbps.
}			

Calls

Call	Description
add (p. 366)	Adds a VLAN adapter or a network bridge to the Hardware Node.
list (p. 372)	Lists network devices installed on the Hardware Node, including physical and VLAN adapters, and networks bridges.
set (p. 378)	Modifies the network device settings.
del (p. 383)	Removes a network device.
set_config (p. 665)	Configures traffic shaping on a Virtuozzo network.
get_config (p. 667)	Retrieves traffic shaping information.

set_config

Summary:

Configures traffic shaping on a Virtuozzo network.

Request specification:

Name	Min/Max	Type	Description
`set_config`			
`{`			
`net_config`	`1..1`	`net_configType` (p. 663)	Network traffic shaping configuration information.
`}`			

Returns:

OK/Error.

Description:

The `set_config` call allows to perform the following tasks:

- Turning traffic shaping on or off.
- Creating Virtuozzo network classes. A network class is a range of IP addresses for which traffic shaping can be performed.
- Setting bandwidth limits for network interfaces.

Traffic shaping configuration data is stored in a file on the Hardware Node. When you call `set_config`, the old information contained in the file is deleted first and then the new information completely replaces it. This means that if you you don't want to loose the information contained in the file already, you must first retrieve it using the `get_config` cal (p. 667)l , update or add new entries to the retrieved structure, and then pass the structure to `set_config`.

For more information on Virtuozzo network shaping, please refer to **Virtuozzo User's Guide**.

Example 1:

Adding a network class and assigning the IP addresses in the range from `192.168.0.0` to `192.168.255.255` to it. At the same time, setting the traffic rate values for the new class and a bandwidth limit for the `etho` network interface.

```
<packet version="4.0.0" id="2">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <set_config>
        <net_config>
          <range>
            <class_id>1</class_id>
```

```
            <ip_address>
              <ip>192.168.0.0</ip>
              <netmask>255.255.0.0</netmask>
            </ip_address>
          </range>
          <class>
            <id>1</id>
            <rate>8</rate>
            <totalrate>1000</totalrate>
          </class>
          <interface>
            <net_device_id>etho</net_device_id>
            <bandwidth>102400</bandwidth>
          </interface>
        </net_config>
      </set_config>
    </vzanetworkm>
  </data>
</packet>
```

Example 2

Turning traffic shaping on.

```
<packet version="4.0.0" id="2">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <set_config>
        <net_config>
          <shaping/>
        </net_config>
      </set_config>
    </vzanetworkm>
  </data>
</packet>
```

Example 3

Turning traffic shaping off.

```
<packet version="4.0.0" id="2">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <set_config>
        <net_config/>
      </set_config>
    </vzanetworkm>
  </data>
</packet>
```

get_config

Summary:

Retrieves traffic shaping configuration information.

Request specification:

Name	Min/Max	Type	Description
get_config	1..1	none	

Returns:

Name	Min/Max	Type	Description
net_config	1..1	net_configType (p. 663)	Network traffic shaping configuration information.

Example:

Retrieving traffic shaping configuration information from the specified Container. The information is stored in a file on the Hardware Node. When Virtuozzo Containers is installed, the file contains some standard default values. Some of these values may not take full advantage of the resources provided by your system. For example, the standard default network interface bandwidth is 102400 Kbps. If you have a faster adapter in your system, you may want to change this value to reflect the actual adapter capabilities. Use the set_config call (p. 665) to modify the current traffic shaping configuration.

Input

```
<packet version="4.0.0">
  <target>vzanetworkm</target>
  <data>
    <vzanetworkm>
      <get_config/>
    </vzanetworkm>
  </data>
</packet>
```

Output

```
<?xml version="1.0" encoding="UTF-8"?><ns1:packet
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzanetworkm"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="17c46015272t99rf08"
time="2007-03-17T00:16:03+0000" priority="0" version="4.0.0">
<ns1:origin>vzanetworkm</ns1:origin>
<ns1:target>vzclient3</ns1:target>
<ns1:dst>
  <director>gend</director>
</ns1:dst>
<ns1:data>
  <ns2:vzanetworkm>
    <ns2:config>
      <ns2:range>
        <ns2:class_id>1</ns2:class_id>
        <ns2:ip_address>
```

```
          <ns2:netmask>0.0.0.0</ns2:netmask>
          <ns2:ip>0.0.0.0</ns2:ip>
        </ns2:ip_address>
        <ns2:comment></ns2:comment>
      </ns2:range>
      <ns2:interface>
        <ns2:net_device_id>eth0</ns2:net_device_id>
        <ns2:class>
          <ns2:id>1</ns2:id>
          <ns2:rate>8</ns2:rate>
          <ns2:totalrate>4096</ns2:totalrate>
        </ns2:class>
        <ns2:bandwidth>102400</ns2:bandwidth>
      </ns2:interface>
    </ns2:config>
  </ns2:vzanetworkm>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

vzapackagem

Purpose:

Virtuozzo template management interface. Provides a set of calls for Virtuozzo template installation and maintenance.

Specification:

Derived from the `packagem` interface (p. 399).

Calls

Call	Description
install (p. 406)	Installs a package or a template.
remove (p. 412)	Removes a package or a template.
update (p. 415)	Updates a package or a template.
list (p. 420)	Lists available templates and packages.
get_info (p. 427)	Obtain information about a package or template.
clean (p. 430)	Cleans the package manager cache.
fetch (p. 432)	Downloads EZ OS template packages from the remote repository to the local cache on the Hardware Node.
migrate (p. 435)	Migrates a template from one Hardware Node to another.

vzaproc_info

Purpose:

Process monitor.

Calls

Call	Description
start_monitor (p. 670)	Starts the monitor.
stop_monitor (p. 674)	Stops the monitor.
get (p. 675)	Retrieves a list of running processes.

start_monitor

Summary:

Starts the process monitor.

Request specification:

Name	Min/Max	Type	Description
`start_monitor`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`period`	`1..1`	`int`	Reporting period in seconds.
`key`	`0..1`	`string`	The parameter to order the result set by. For the list of parameters see **Description** below.
`limit`	`0..1`	`int`	Maximum number of processes to include in the report.
`descending`	`0..1`		If present, the list will be ordered in descending order.
`}`			

Returns:

Name	Min/Max	Type	Description
`ps_info`	`1..1`	`ps_infoType` (p. 59)	Processes information.

Description:

The call starts the process monitor in the specified server. The monitor sends the collected data back to the client at the specified time intervals until the client stops the monitor (p. 674) or disconnects from Agent. Only one process monitor can be running for a given connection.

The following table lists the parameters that can be specified in the `key` element to sort the result set by.

Parameter	Type	Description
`pid`	int	The process ID.
`user`	string	The user who has launched the process.
`pri`	int	The kernel scheduling priority for the process.
`ni`	int	The 'nice' parameter value defining the overall scheduling priority for the process. The less the 'nice' value, the higher the process priority.
`rss`	int	The total amount of physical memory used by the process, in kilobytes.

stat	string	The process current status. Can be 'R' (running), 'S' (sleeping, waiting for 'wake-up call'), 'D' (uninterruptable sleep), 'Z' (zombie, waiting for parent process), 'T' (stopped or traced). Sometimes the second symbol may appear: 'W' (process swapping), 'N' ('nice' process), 'L' (process has pages locked into memory). If the < sequence is displayed after the status, it means that this information was returned by the Parallels Agent software which, in turn, got this information from the 'ps' tool.
%cpu	float	The CPU time, in percent, used by the process.
%mem	float	The amount of physical memory, in megabytes, used by the process.
time	string	The total CPU time the process has used since its launch.
command	string	The command that invoked the process.

Example:

Input

Starting a process monitor on the specified server. Setting the reporting period at 10 seconds.

```
<packet version="4.0.0">
  <target>vzaproc_info</target>
  <data>
    <vzaproc_info>
      <start_monitor>
        <eid>9bafbeb7-85f7-499e-a210-40e00850a5f3</eid>
        <period>10</period>
      </start_monitor>
    </vzaproc_info>
  </data>
</packet>
```

Output

The very first message received from the monitor. It indicates that the monitor was started successfully.

```
<ns1:packet xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzaproc_info"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="49c45f69530t1a49rdfc"
time="2007-03-11T06:33:23+0000" priority="0" version="4.0.0">
<ns1:origin>vzaproc_info</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns2:vzaproc_info>
    <ns2:id>9bafbeb7-85f7-499e-a210-40e00850a5f3</ns2:id>
  </ns2:vzaproc_info>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

Output

One of the actual reports received from the monitor.

```
<ns1:packet xmlns:ns2="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="49c45f69530t1a49rdfc"
time="2007-03-11T06:33:23+0000" priority="0" version="4.0.0">
<ns1:origin>vzaproc_info</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
  <ns1:vzaproc_info>
    <ns1:ps_info xsi:type="ns2:ps_infoType">
      <ns2:process>
        <ns2:pid>1</ns2:pid>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>IGluaXQgWzNdICAgICAg</ns2:param>
        <ns2:param>MA==</ns2:param>
        <ns2:param>MjE=</ns2:param>
        <ns2:param>NDky</ns2:param>
        <ns2:param>U3M=</ns2:param>
        <ns2:param>MDA6MDA6MDg=</ns2:param>
        <ns2:param>MA==</ns2:param>
      </ns2:process>
      <ns2:process>
        <ns2:pid>28222</ns2:pid>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>IHN5c2xvZ2QgLW0gMA==</ns2:param>
        <ns2:param>MA==</ns2:param>
        <ns2:param>MjE=</ns2:param>
        <ns2:param>NTcy</ns2:param>
        <ns2:param>U3M=</ns2:param>
        <ns2:param>MDA6MDA6MDE=</ns2:param>
        <ns2:param>MA==</ns2:param>
      </ns2:process>
      <ns2:process>
        <ns2:pid>28247</ns2:pid>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>MC4x</ns2:param>
        <ns2:param>IC91c3Ivc2Jpbi9zc2hk</ns2:param>
        <ns2:param>MA==</ns2:param>
        <ns2:param>MTQ=</ns2:param>
        <ns2:param>MTAwNA==</ns2:param>
        <ns2:param>U3M=</ns2:param>
        <ns2:param>MDA6MDA6MDA=</ns2:param>
        <ns2:param>MA==</ns2:param>
      </ns2:process>
      <ns2:process>
        <ns2:pid>28257</ns2:pid>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>MC4w</ns2:param>

<ns2:param>IHhpbmV0ZCAtc3RheWFsaXZlIC1waWRmaWxlIC92YXIvcnVuL3hpbmV0ZC5waWQ=</ns2:param>
        <ns2:param>MA==</ns2:param>
        <ns2:param>MTQ=</ns2:param>
```

```
        <ns2:param>NzUy</ns2:param>
        <ns2:param>U3M=</ns2:param>
        <ns2:param>MDA6MDA6MDA=</ns2:param>
        <ns2:param>MA==</ns2:param>
      </ns2:process>
      <ns2:process>
        <ns2:pid>28266</ns2:pid>
        <ns2:param>MC4w</ns2:param>
        <ns2:param>MC4x</ns2:param>
        <ns2:param>IGNyb25k</ns2:param>
        <ns2:param>MA==</ns2:param>
        <ns2:param>MTY=</ns2:param>
        <ns2:param>ODc2</ns2:param>
        <ns2:param>U3M=</ns2:param>
        <ns2:param>MDA6MDA6MDM=</ns2:param>
        <ns2:param>MA==</ns2:param>
      </ns2:process>
      <ns2:param_id>%cpu</ns2:param_id>
      <ns2:param_id>%mem</ns2:param_id>
      <ns2:param_id>command</ns2:param_id>
      <ns2:param_id>ni</ns2:param_id>
      <ns2:param_id>pri</ns2:param_id>
      <ns2:param_id>rss</ns2:param_id>
      <ns2:param_id>stat</ns2:param_id>
      <ns2:param_id>time</ns2:param_id>
      <ns2:param_id>user</ns2:param_id>
    </ns1:ps_info>
  </ns1:vzaproc_info>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

stop_monitor

Summary:

Stops the process monitor.

Request specification:

Name	Min/Max	Type	Description
stop_monitor	1..1	none	

Description:

The call stops the process monitor that was started previuosly with the `start_monitor` call (p. 674).

Example:

```
<packet version="4.0.0">
  <target>vzaproc_info</target>
  <data>
    <vzaproc_info>
      <stop_monitor/>
    </vzaproc_info>
  </data>
</packet>
```

get

Summary:

Retrieves a list of processes running in the specified server.

Request specification:

Name	Min/Max	Type	Description
get	1..1		
{			
eid	1..1	eid_type (p. 29)	Server ID.
key	0..1	string	Parameter to order the result set by. For the list of parameters, see start_monitor (p. 670).
limit	0..1	int	Maximum number of processes to include in the list.
descending	0..1	none	If present, the resulting list will be sorted in descending order.
}			

Returns:

Name	Min/Max	Type	Description
ps_info	0..1	ps_infoType (p. 59)	The list of processes.

Example:

Input

```
<packet version="4.0.0">
  <target>vzaproc_info</target>
  <data>
    <vzaproc_info>
      <get>
        <eid>9bafbeb7-85f7-499e-a210-40e00850a5f3</eid>
        <limit>2</limit>
      </get>
    </vzaproc_info>
  </data>
</packet>
```

Output

```
<ns1:packet xmlns:ns3="http://www.swsoft.com/webservices/vzl/4.0.0/types"
xmlns:ns1="http://www.swsoft.com/webservices/vzl/4.0.0/protocol"
xmlns:ns2="http://www.swsoft.com/webservices/vza/4.0.0/vzaproc_info"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" id="4ec45f697ect5f49rdfc"
time="2007-03-11T06:40:57+0000" priority="0" version="4.0.0">
<ns1:origin>vzaproc_info</ns1:origin>
<ns1:target>vzclient6</ns1:target>
<ns1:dst>
  <ns1:director>gend</ns1:director>
</ns1:dst>
<ns1:data>
```

```
  <ns2:vzaproc_info>
    <ns2:ps_info xsi:type="ns3:ps_infoType">
      <ns3:process>
        <ns3:pid>1</ns3:pid>
        <ns3:param>MC4w</ns3:param>
        <ns3:param>MC4w</ns3:param>
        <ns3:param>IGluaXQgWzNdICAgICAg</ns3:param>
        <ns3:param>MA==</ns3:param>
        <ns3:param>MjM=</ns3:param>
        <ns3:param>NDky</ns3:param>
        <ns3:param>U3M=</ns3:param>
        <ns3:param>MDA6MDA6MDg=</ns3:param>
        <ns3:param>MA==</ns3:param>
      </ns3:process>
      <ns3:process>
        <ns3:pid>28222</ns3:pid>
        <ns3:param>MC4w</ns3:param>
        <ns3:param>MC4w</ns3:param>
        <ns3:param>IHN5c2xvZ2QgLW0gMA==</ns3:param>
        <ns3:param>MA==</ns3:param>
        <ns3:param>MjE=</ns3:param>
        <ns3:param>NTcy</ns3:param>
        <ns3:param>U3M=</ns3:param>
        <ns3:param>MDA6MDA6MDE=</ns3:param>
        <ns3:param>MA==</ns3:param>
      </ns3:process>
      <ns3:param_id>%cpu</ns3:param_id>
      <ns3:param_id>%mem</ns3:param_id>
      <ns3:param_id>command</ns3:param_id>
      <ns3:param_id>ni</ns3:param_id>
      <ns3:param_id>pri</ns3:param_id>
      <ns3:param_id>rss</ns3:param_id>
      <ns3:param_id>stat</ns3:param_id>
      <ns3:param_id>time</ns3:param_id>
      <ns3:param_id>user</ns3:param_id>
    </ns2:ps_info>
  </ns2:vzaproc_info>
</ns1:data>
<ns1:src>
  <ns1:director>gend</ns1:director>
</ns1:src>
</ns1:packet>
```

vzaprocessm

Purpose:

System processes management.

Calls

Call	Description
kill (p. 677)	Send a signal to the specified process.

kill

Summary:

Sends a signal to the specified process in the specified Virtuozzo Container.

Request specification:

Name	Min/Max	Type	Description
`kill`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Server ID.
`pid`	`1..[]`	`int`	Process ID.
`signal`	`1..1`	`int`	Signal number.
`}`			

Returns:

OK/Error

Description:

The signal number can be one from following:

```
1) SIGHUP 2) SIGINT 3) SIGQUIT 4) SIGILL
5) SIGTRAP 6) SIGABRT 7) SIGBUS 8) SIGFPE
9) SIGKILL 10) SIGUSR1 11) SIGSEGV 12) SIGUSR2
13) SIGPIPE 14) SIGALRM 15) SIGTERM 17) SIGCHLD
18) SIGCONT 19) SIGSTOP 20) SIGTSTP 21) SIGTTIN
22) SIGTTOU 23) SIGURG 24) SIGXCPU 25) SIGXFSZ
26) SIGVTALRM 27) SIGPROF 28) SIGWINCH 29) SIGIO
30) SIGPWR 31) SIGSYS 32) SIGRTMIN 33) SIGRTMIN+1
34) SIGRTMIN+2 35) SIGRTMIN+3 36) SIGRTMIN+4 37) SIGRTMIN+5
38) SIGRTMIN+6 39) SIGRTMIN+7 40) SIGRTMIN+8 41) SIGRTMIN+9
42) SIGRTMIN+10 43) SIGRTMIN+11 44) SIGRTMIN+12 45) SIGRTMIN+13
46) SIGRTMIN+14 47) SIGRTMIN+15 48) SIGRTMAX-15 49) SIGRTMAX-14
50) SIGRTMAX-13 51) SIGRTMAX-12 52) SIGRTMAX-11 53) SIGRTMAX-10
54) SIGRTMAX-9 55) SIGRTMAX-8 56) SIGRTMAX-7 57) SIGRTMAX-6
58) SIGRTMAX-5 59) SIGRTMAX-4 60) SIGRTMAX-3 61) SIGRTMAX-2
62) SIGRTMAX-1 63) SIGRTMAX
```

Example:

Sending the SIGINT signal to process 7368 running in the Container specified by its Server ID.

```
<packet version="4.0.0">
  <target>proc</target>
  <data>
    <proc>
      <kill>
        <eid>37ea79c2-3565-0e43-887f-91d4678c843e</eid>
        <pid>7368</pid>
        <signal>2</signal>
      </kill>
```

```
    </proc>
  </data>
</packet>
```

vzaup2date

Purpose:

Updates Virtuozzo Containers software on the Hardware Node.

Types

configurationType

Summary:

Configuration of the Virtuozzo Containers update utility.

Type specification:

Name	Min/Max	Type	Description
{			
connection	0..1		
{			
server	1..1	string	Update server.
user	0..1	string	User name.
password	0..1	string	Password.
proxy	0..1		Proxy settings.
{			
server	1..1	string	Proxy server
user	0..1	string	User name.
password	0..1	string	Password.
}			
local_path	0..1	string	Path on the local machine to download the updates to.
log_path	0..1	string	Log file path.
}			
product			Product definition.
{			
id	1..1	string	Product ID.
name	1..1	base64Binary	Product name.
install	1..1		Type of installation.
[			*Denotes a* `choice` *element.*
manual	1..1	none	Install the updates manually.
automatic	1..1	none	Install the updates automatically.
disabled	1..1	none	Automatic update is disabled.
auto_download	1..1	none	Automatically download but don't install the updates.
]			

source	0..1		Location of the product update repository.
{			
value	1..1	base64Binary	Source URL. Path to XML file.
standard	0..1	base64Binary	Standard location.
}			
destination	0..1	base64Binary	Download location.
}			
service	0..1		Service settings.
{			
autoreboot	0..1	none	Enable automatic reboot.
check_period	0..1		Specified the day of the week on which to check for updates. If not specified -- check daily.
[			*Denotes a* `choice` *element.*
sunday	1..1	none	Sunday.
monday	1..1	none	Monday.
tuesday	1..1	none	Tuesday.
wednesday	1..1	none	Wednesday.
thursday	1..1	none	Thursday.
friday	1..1	none	Friday.
saturday	1..1	none	Saturday.
]			
hour	1..1	int	Specifies the hour on which to check for updates.
disabled	0..1	none	If present, indicates that the `vzupsvc` service is disabled.
}			
}			

updateType

Summary:

Virtuozzo Containers update parameter structure.

Type specification:

Name	Min/Max	Type	Description
id	0..1	string	Update ID.
name	0..1	base64Binary	Update name.
description	0..1	base64Binary	Description of the update.
size	0..1	long	Update size in bytes.
reboot	0..1	none	Indicates whether system reboot is needed after the update is installed.
version	0..1	string	Version of the update. If version is unknown, the value is "unknown". If no version is specified -- no updates are available for given item.
installed_version	0..1	string	Version of previous installed update for given item. If not specified -- the item is not installed.
date	0..1	datetime_type	Update date.

Calls

Call	Description
get_config (p. 682)	Returns current configuration of the Virtuozzo Containers update service.
set_config (p. 682)	Allows to modify the Virtuozzo Containers update service configuration.
list (p. 683)	Requests the list of the available Virtuozzo Containers updates.
install (p. 684)	Install Virtuozzo Containers updates.
uninstall (p. 684)	Allows to uninstall a Virtuozzo Containers update.

get_config

Summary:

Returns current configuration of the Virtuozzo Containers update service.

Request specification:

Name	Min/Max	Type	Description
`get_config`	`1..1`		

Returns:

Name	Min/Max	Type	Description
`config`	`1..1`	`configurationType` (p. 679)	Configuration info.

set_config

Summary:

Allows to modify the Virtuozzo Containers update service configuration.

Request specification:

Name	Min/Max	Type	Description
`set_config`			
`{`			
`  config`	`1..1`	`configurationType` (p. 679)	Configuration information.
`}`			

Returns:

OK/Errors.

list

Summary:

Requests the list of the available Virtuozzo Containers updates.

Request specification:

Name	Min/Max	Type	Description
`list`			
`{`			
`update`	`0..[]`	`updateType` (p. 681)	Update information. If specified, gets the list of products according to the specified parameters. If the parameter is not specified, gets the list of all available updates.
`}`			

Returns:

Name	Min/Max	Type	Description
`updates`		`updateType` (p. 681)	A list of available updates.

install

Summary:

Install Virtuozzo Containers updates.

Request specification:

Name	Min/Max	Type	Description
`install`	`1..1`		
`{`			
`update`	`0..[]`		List of update identifiers for install. If the list is empty, installs all available updates.
`{`			
`id`	`0..1`	`string`	Update ID. To get the list of the available updates, use the `list` call (p. 683).
`name`	`0..1`	`base64Binary`	Update name.
`}`			
`no_reboot`	`0..1`	`none`	Include this element to suppress automatic rebooting of the system if it is required by the update being installed.
`no_boot_loader`	`0..1`	`string`	Do not automatically configure bootloader for a newly installed kernel (if any).
`}`			

Returns:

OK/Errors.

uninstall

Summary:

Allows to uninstall a Virtuozzo Containers update.

Request specification:

Name	Min/Max	Type	Description
`uninstall`	`1..1`		
`{`			
`update`	`1..[]`		List of update identifiers to uninstall.
`{`			
`id`	`0..1`	`string`	Update ID.
`name`	`0..1`	`base64Binary`	Update name.
`}`			
`no_reboot`	`0..1`	`none`	Include this element to suppress automatic rebooting of the system.
`}`			

Returns:

OK/Errors.

vzasupport

Purpose:

The Virtuozzo Support Tunnel interface. Support Tunnel is a Virtuozzo troubleshooting utility that can be used to diagnose and solve possible problems with your Virtuozzo Containers installation. The utility allows you to establish a private secure connection with Parallels support server. The connection can be used by Parallels support team to gain access to your Hardware Node in order to accurately diagnose and repair the problem. The communication is performed using a VPN (Virtual Private Network) tunnel. For more information on Virtuozzo Support Tunnel, please see **Virtuozzo User's Guide**.

All of the calls in this interface except the `problem_report` call (p. 692) are available on Virtuozzo for Linux only. The `problem_report` call (p. 692) is available on both Linux and Windows. For the information on how to use Virtuozzo Support Tunnel functionality on Windows, see **Virtuozzo for Windows User's Guide**.

Calls

Call	Description
start_channel (p. 687)	Establishes a VPN connection with Parallels support server.
stop_channel (p. 688)	Closes a connection that was previously opened by the `start_channel` call.
get_channel_status (p. 689)	Obtains the status of the Virtuozzo Support Tunnel service.
set_key (p. 690)	Installs Virtuozzo Support Tunnel certificate key.
get_key_status (p. 691)	Obtains the certificate key status information.
remove_key (p. 691)	Removes Virtuozzo Support Tunnel certificate key.
problem_report (p. 692)	Allows to manually submit a problem report to Parallels technical support.

start_channel

Available on Virtuozzo for Linux only.

Summary:

Establishes a VPN connection with Parallels support server.

Request specification:

Name	Min/Max	Type	Description
`start_channel`			

Returns:

OK/Error

Description:

The following list describes the tasks that must be performed prior to establishing a VPN connection with Parallels support server for the first time:

- Make sure the `openvpn` (version 2.0 and above) and `vzvpn` packages are installed on your Hardware Node. These packages are automatically installed during the installation of Virtuozzo Containers version 2.6.2 to 4.0. If you are running a version of Virtuozzo Containers older than 2.6.2, you may need to manually copy these packages and install them on your Hardware Node.
- Make sure that port 80 is opened on the Hardware Node.
- Edit the `/etc/vzvpn/vzvpn.conf` file to specify the correct parameters for your proxy server, if you use one. Detailed information on these parameters is given in the **vzvpn Configuration File** subsection of the **Virtuozzo Reference Guide**.
- Obtain a special certificate from Parallels which will uniquely identify you as a Virtuozzo Containers user. Certificates are issued by Parallels as files containing the certificate key. The key should be installed on your Node using the `set_key` call (p. 690). See **Virtuozzo User's Guide** for information on how to obtain a certificate from Parallels.

After establishing a VPN connection, contact the Parallelssupport team via telephone or e-mail and describe the problem with your Virtuozzo Containers installation. The support team will use the VPN connection that you've established to analyze and solve the problem.

When the connection is no longer needed, close it using the `stop_channel` call (p. 688).

Note: Virtuozzo Support Tunnel is implemented as a standard Linux service running in the background on the Hardware Node. To have this service running after your Hardware Node reboot, you should set it to the `autoboot` mode or start it manually by executing the `/etc/init.d/vzvpn start` command. To check the status of the Support Channel service, use the `get_channel_status` call (p. 689).

stop_channel

Available on Virtuozzo for Linux only.

Summary:

Closes a VPN connection that was previously opened by the `start_channel` call (p. 687).

Request specification:

Name	Min/Max	Type	Description
`stop_channel`			

Returns:

OK/Error.

get_channel_status

Available on Virtuozzo for Linux only.

Summary:

Obtains the status of the Virtuozzo Support Tunnel service.

Request specification:

Name	Min/Max	Type	Description
`get_channel_status`			

Returns:

Name	Min/Max	Type	Description
`status`	`1..1`	`boolean`	Virtuozzo Support Tunnel status information: `0` -- Support Tunnel is operational. This means that a VPN connection with Parallels support server has been established. `1` -- The Support Tunnel service is running but no active VPN connection with Parallels support server has been detected. 2 -- The Support Tunnel service is not running. You must start the service before using the Support Tunnel functionality. To start the service, execute the following command on the Hardware Node: `/etc/init.d/vzvpn start`

set_key

Available on Virtuozzo for Linux only.

Summary:

Installs Virtuozzo Support Tunnel certificate key.

Request specification:

Name	Min/Max	Type	Description
`support_channel`			
`{`			
`key`	`0..1`	`base64Binary`	Certificate key data. You obtain a certificate from Parallels as a file containing the certificate key information. Read the data from the file in your client program and use it as input here.
`}`			

Returns:

OK/Error.

Description:

Before you can use Virtuozzo Support Tunnel functionality, you have to obtain a certificate from Parallels. Support Tunnel certificates are provided as files containing a certificate key which uniquely identifies you as a Virtuozzo user on the Parallels technical support server. For more information on how to obtain a certificate please see **Virtuozzo User's Guide**.

get_key_status

Available on Virtuozzo for Linux only.

Summary:

Reports the Virtuozzo Support Tunnel certificate status information.

Request specification:

Name	Min/Max	Type	Description
`get_key_status`			

Returns:

Name	Min/Max	Type	Description
`key_status`	`1..1`	`int`	Certificates/key status: `0` -- certificate key is installed. `1` -- certificates key is not installed `2` -- invalid certificate key.

Description:

Use this call to see if you have a valid certificate key installed on your Hardware Node. If the key is not installed or is invalid, you will have to obtain a new certificate from Parallels before you can use the Virtuozzo Support Channel functionality.

remove_key

Available on Virtuozzo for Linux only.

Summary:

Removes Virtuozzo Support Tunnel certificate key from the Hardware Node.

Request specification:

Name	Min/Max	Type	Description
`remove_key`			

Returns:

OK/Error.

problem_report

Summary:

Allows to manually submit a problem report to Parallels technical support. Accepts a problem description from a user, generates a system report and sends it directly to Parallels technical support.

Request specification:

Name	Min/Max	Type	Description
problem_report			
{			
name	1..1	base64Binary	Report name (you can choose any name you like).
company	1..1	base64Binary	Your company name.
email	1..1	base64Binary	Your e-mail address.
subject	1..1	base64Binary	Subject.
problem_description	1..1	base64Binary	Problem description in your own words.
ticket	0..1	base64Binary	Ticket ID. If this is a new report, omit the element from the request. The new ticket ID will be generated by Parallels support server. If the report is a follow up to a previous report, include the element containing the ticket ID of the original report.
}			

Returns:

Name	Min/Max	Type	Description
ticket	1..1	base64Binary	Ticket ID generated by Parallels support server for the new report.

Description:

If there's a problem with your Virtuozzo system, you can use this call to send a troubleshooting request directly to Parallels technical support. Enter your name, your company name, your e-mail address, the subject of the request, and the description of the problem. The `problem_report` call will collect all the necessary information about your Virtuozzo system including log data, Container settings, licence information, etc. It will then send the complete report to the Parallels technical support server. The server will process the request and will send back a ticket ID confirming that the request has been processed and registered. Keep this ID for future reference. If later you decide to send an additional information regarding the same problem, supply the ticket ID in the subsequent request. The report will be reviewed by Parallels technical support team and a solution will be sent to you as soon as possible.

CHAPTER 6

Virtual Machine (VM) Types and Interfaces

This chapter describes the types and interfaces that are specific to the Parallels Server management only. The majority of the types and interfaces described here are derived by extension from the base types and interfaces (p. 26).

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Interfaces 716

Common Types

This subsection describes the common data types that are specific for Parallels Server.

Complex Types

Complex Types are custom data types that can contain data, attributes and other elements.

venv_configType

Summary:

Contains virtual machine configuration information.

Type specification:

Extends `venv_configType` (p. 69)

Adds the following elements:

Name	Min/Max	Type	Description
`memory_size`	`0..1`	`int`	The RAM size to set, in megabytes.
`video_memory_size`	`0..1`	`int`	The video memory to set, in megabytes
`cpu_count`	`0..1`	`int`	The number of CPUs in the virtual machine.
`cpu_mode`	`0..1`	`int`	A virtual machine CPU mode (32 bit or 64 bit): • zero (0) for 32 bit mode, • 1 for 64 bit mode.
`cpu_accel_level`	`0..1`	`int`	A virtual machine CPU acceleration level: • zero (0) - acceleration disabled, • 1 - acceleration normal, • 2 - acceleration high.
`auto_start`	`0..1`	`int`	Determines if the specified virtual machine is set to start automatically on Parallels server startup: • zero(0) - autostart disabled, a virtual machine is started manually, • 1 - a virtual machine starts automatically on Parallels server startup, • 2 - a virtual machine starts automatically on Parallels server reload.
`auto_start_delay`	`0..1`	`int`	Sets the time delay that will be used during the virtual machine automatic startup, in seconds.

start_login_mode	0..1	int	Determines if the automatic startup login mode is set for a virtual machine: • zero (0) start account, • 1 - root account, • 2 - user account.
start_user_login	0..1	string	User name used as login during a virtual machine automatic startup. Login must be in UTF-8 encoding.
start_user_password	0..1	string	Password used during a virtual machine automatic startup. Password must be in UTF-8 encoding.
auto_stop	0..1	int	Determines if the specified virtual machine is set to stop automatically on Parallels server stop.
window_mode	0..1	int	Determines a virtual machine window mode.
last_modified_date	0..1	datetime_type	Returns the date and time when the specified virtual machine was last modified. Returned time is a local time (i.e. the time value is already converted to local time zone).
last_modifier_name	0..1	string	Returns the name of the user who last modified the specified virtual machine.
guest_sharing_enabled	0..1	boolean	Determines if guest sharing is enabled (the guest OS drives are visible in the host OS).
guest_sharing_auto_mount	0..1	boolean	If guest sharing is enabled, the guest OS disk drives will be accessible in the host OS. If, in addition, the auto-mount feature is turned on, the guest OS disk drives will appear as icons on the host desktop. If sharing is enabled but auto-mount is not, you will not see the drives in the host OS but Smart Select feature will still work. Parallels Tools must be installed to use this feature.
host_sharing_enabled	0..1	boolean	Determines if host sharing is enabled (host shared folders are visible in the guest OS). Parallels Tools must be installed to use this feature.

host_sharing_local	0..1	boolean	A virtual machine host OS local sharing enabling sign.
host_sharing_global	0..1	boolean	A virtual machine host OS global sharing enabling sign.
disk_cache_write_back	0..1	boolean	Determines if disk cache write-back is enabled for the specified virtual machine.
close_app_on_shutdown	0..1	boolean	Virtual Machine close app on shutdown sign.
system_flags	0..1	string	Sets Virtual Machine system flags. A specified string value must be in UTF-8 encoding and end with '0' terminating symbol.
foreground_priority	0..1	int	Sets a virtual machine foreground processes priority.
background_priority	0..1	int	Virtual machine background process priority type.
server_host_name	0..1	string	Hostname of the server hosting the specified virtual machine.
home_path	0..1	string	A virtual machine home directory name and path
icon	0..1	string	The name of the icon file used by the specified virtual machine.
show_task_bar	0..1	boolean	Determines if Windows task bar is displayed when the virtual machine runs in coherence mode. Parallels Tools must be installed to use this feature.
relocate_task_bar	0..1	boolean	Allows enabling or disabling the Windows task bar relocation feature. Parallels Tools must be installed to use this feature.
exclude_dock	0..1	boolean	Sets the 'exclude dock' option. When a virtual machine is running in coherence mode, you can make the dock stay always below the virtual machine window. If the window is moved below the dock, the portion of it that crossed that boundary will be cut (will not be redrawn). If the parameter is set to FALSE, the virtual machine window will be able to move below the dock. Parallels Tools must be installed to use this feature.
multi_display	0..1	boolean	Sets the virtual machine multi-display option.

additional_screen_resolutions_enabled	0..1	boolean	Determines if additional screen resolution support is enabled in a virtual machine.
os_screen_resolution_in_full_screen_mode_enabled	0..1	boolean	Determines if a virtual machine OS resolution is in full screen mode.
app_in_dock_mode	0..1	int	Determines the current dock mode for the specified virtual machine. Parallels Tools must be installed to use this feature.
dock_icon_type	0..1	int	A virtual machine dock icon type. This functionality is part of the Parallels Tools package.
vnc_mode	0..1	int	Sets the virtual machine VNC mode.
vnc_port	0..1	int	Sets or returns the VNC port number for the specified virtual machine.
vnc_nic	0..1	string	Sets the virtual machine VNC hostname.
vnc_password	0..1	string	Sets the virtual machine VNC password, in UTF-8 encoding.
tools_status	0..1	int	Read only. Returns known state only when VM is started and OS is loaded.
access_for_others	0..1	int	Determines whether other users besides the owner can view, run, or have full access to a virtual machine.
device_list	0..1		Contains information about installed devices.
{			
device	0..[]	vm_device (p. 700)	Device info.
}			

env

Summary:

Contains virtual machine information.

Type specification:

Extends `envType` (p. 39)

vm_device

Summary:

Contains device settings.

Type specification:

Name	Min/Max	Type	Description
`enabled`	`1..1`	`boolean`	Determines if the specified device is enabled.
`connected`	`0..1`	`boolean`	Determines if the specified device is connected.
`emulation_type`	`1..1`	`int`	A virtual device emulation type.
`sys_name`	`0..1`	`string`	A virtual device system name. The value must be a UTF8 encoded, null-terminated string.
`remote`	`0..1`	`boolean`	Determines if a device is remote (accessed from a virtual machine remotely) or not.
`friendly_name`	`0..1`	`string`	A virtual device user-friendly name. A UTF8 encoded, nullterminated string).
`summary_info`	`1..1`	`string`	A device description.
`is_bootable`	`0..1`		If present, indicates that the device is bootable.
`is_boot_in_use`	`0..1`		If present, indicates that the device is enabled. A boot device can be either enabled or disabled. If a device is disabled, it is ignored during the boot operation. If a boot device is enabled, a virtual machine will try to boot from the device according to a device sequence index.
`boot_sequence_index`	`0..1`	`int`	An index assigned to a boot device in the boot device priority list. When a virtual machine is powered on, it will first try to boot from the boot device that has a sequence index of 0 (zero). If the device is not bootable, it will try to boot from the device with index 1 (one), and so on forth.Device index is a property that, together with device type, is used to uniquely identify a device on a virtual machine.

Device types:

- PHT_VIRTUAL_DEV_DISPLAY
- PHT_VIRTUAL_DEV_KEYBOARD

- PHT_VIRTUAL_DEV_MOUSE
- PHT_VIRTUAL_DEV_FLOPPY
- PHT_VIRTUAL_DEV_HARD_DISK
- PHT_VIRTUAL_DEV_NET_ADAPTER
- PHT_VIRTUAL_DEV_PARALLEL_PORT
- PHT_VIRTUAL_DEV_SERIAL_PORT
- PHT_VIRTUAL_DEV_OPTICAL_DISK
- PHT_VIRTUAL_DEV_USB_DEVICE
- PHT_VIRTUAL_DEV_SOUND

vm_floppy_disk_device

Summary:

Contains floppy disk drive information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`create_image`	`0..1`	`boolean`	1 - create and overwrite an image file if it exists. 0 - do not overwrite an existing image file. This tag is used with the "set" operations and is ignored when a virtual machine is created.

vm_optical_disk_device

Summary:

Contains optical disk drive information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`interface_type`	`0..1`	`int`	Disk interface type: 0 - IDE 1 - SCSI 2 - SATA 255 - unknown
`stack_index`	`0..1`	`int`	The device stack index (position at the controller (IDE or SCSI) bus).
`passthrough`	`0..1`	`boolean`	Determines if the passthrough mode is enabled for the device.
`user_name`	`0..1`	`base64Binary`	If this optical drive is located on a network, provide the network user name and password to connect to it.
`password`	`0..1`	`base64Binary`	The network user password.

vm_hard_disk_device

Summary:

Contains hard disk drive information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`interface_type`	`0..1`	`int`	Disk interface type: 0 - IDE 1 - SCSI 2 - SATA 255 - unknown
`stack_index`	`0..1`	`int`	The device stack index (position at the controller (IDE or SCSI) bus).
`passthrough`	`0..1`	`boolean`	Determines if the passthrough mode is enabled for the device.
`disk_type`	`0..1`	`int`	Hard disk type: 0 - plain hard disk 1 - expanding hard disk
`splitted`	`0..1`	`boolean`	Determines if the virtual hard disk is split into multiple files.
`size`	`0..1`	`int`	Disk size in megabytes.
`size_on_disk`	`0..1`	`int`	The size of the occupied space on the hard disk.
`resize_fs`	`0..1`	`boolean`	If set to 1, dispatcher will try to resize the guest file system.
`create_image`	`0..1`	`boolean`	1 - create and overwrite image file if it exists. 0 - do not overwrite an existing image file. This tag is ignored when a virtual machine is created. It only works with the "set" operations.
`valid`	`0..1`	`boolean`	Specifies whether the hard disk image is valid.

vm_scsi_device

Summary:

Contains SCSI device information.

Type specification:

Extends `vm_device` (p. 700)

vm_pci_device

Summary:

Contains PCI device information.

Type specification:

Extends `vm_device` (p. 700)

vm_serial_port_device

Summary:

Contains serial port device information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`socket_mode`	`0..1`	`int`	Socket mode: 0 - serial socket server. 1 - serial socket client,

vm_parallel_port_device

Summary:

Contains parallels port device information.

Type specification:

Extends `vm_device` (p. 700)

vm_network_device

Summary:

Contains network adapter information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`bound_adapter_name`	`0..1`	`string`	The name of the adapter to which this virtual adapter is bound. In a bridged networking mode, a network adapter inside a virtual machine is bound to an adapter on the host. This parameter contains the name of the adapter from the host.
`bound_adapter_index`	`0..1`	`int`	The index of the adapter to which the specified virtual adapter is bound.
`mac_address`	`0..1`	`string`	The MAC address of the virtual network adapter.
`adapter_type`	`0..1`	`int`	The network adapter type: 0 - undefined 1 - RTL 2 - E1000 3 - VirtIO
`ip_address`	`0..[]`	`ip_addressType`	A list of IP addresses in the address/subnet_mask format which is assigned to a virtual network adapter on virtual machine startup.
`default_gateway`	`0..1`	`string`	The default gateway assigned to the adapter.
`virtual_network_id`	`0..1`	`string`	The virtual network ID assigned to the adapter.
`nameserver`	`0..[]`	`string`	A list of DNS servers assigned to the adapter.
`search_domain`	`0..[]`	`string`	A list of search domains assigned to the adapter.

`configured_with_dhcp`	`0..1`	`-`	Specifies whether the adapter should be configured through DHCP.
`default_gateway_v6`	`0..1`	`string`	The default gateway address (IPv6) for the adapter.

vm_sound_device

Summary:

Contains sound device information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`output_device`	`0..1`	`string`	The output device string for the sound device.
`mixer_device`	`0..1`	`string`	The mixer device string for the sound device.

vm_usb_device

Summary:

Contains USB device information.

Type specification:

Extends `vm_device` (p. 700)

Adds the following elements:

Name	Min/Max	Type	Description
`auto_connect_devices`	`0..1`	`boolean`	USB controller autoconnect device option: 0 - connect to the primary OS. 1 - connect to the guest OS. 2 - ask user what to do.

boot_deviceType

Summary:

Contains boot device information.

Type specification:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Boot device type: PDE_GENERIC_DEVICE = 0, PDE_CLUSTERED_DEVICE = 1, PDE_STORAGE_DEVICE = 2, PDE_FLOPPY_DISK = 3, PDE_MASSSTORAGE_DEVICE = 4, PDE_OPTICAL_DISK = 5, PDE_HARD_DISK = 6, PDE_GENERIC_NETWORK_ADAPTER = 8, PDE_GENERIC_PORT = 9, PDE_SERIAL_PORT = 10, PDE_PARALLEL_PORT = 11, PDE_SOUND_DEVICE = 12, PDE_MIXER_DEVICE = 13, PDE_USB_DEVICE = 15, PDE_PRINTER = 16, PDE_GENERIC_PCI_DEVICE = 17, PDE_GENERIC_SCSI_DEVICE = 18, PDE_VIRTUAL_SNAPSHOT_DEVICE = 19, PDE_PCI_VIDEO_ADAPTER = 20, PDE_VIRTUAL_SHARED_FOLDERS_DEVICE = 21
`index`	`1..1`	`int`	Device index is a property that, together with device type, is used to uniquely identify a device in the boot priority list of a virtual machine.
`boot_device_in_use`	`1..1`	`boolean`	Determines whether the boot device is enabled or disabled. A boot device can be either enabled or disabled. If a device is disabled, it is ignored during the boot operation.

vt_infoType

Summary:

Virtualization technology-specific read-only settings.

Type specification:

Name	Min/Max	Type	Description
	1..1	any	
sdk_version	1..1	int	SDK version.
version	1..1	string	Version.
cpu_hvt	1..1	string	CPU hardware virtualization technology.
vtd_supported	0..1	boolean	Is VT-d supported?

vt_settingsType

Summary:

Global Parallels service settings.

Type specification:

Extends `vt_settingsType` (p. 71)

Adds the following elements:

Name	Min/Max	Type	Description
`default_vm_folder`	`0..1`	`string`	Name and path of the directory in which new virtual machines are created by default.
`default_user_vm_folder`	`0..1`	`string`	Name and path of the default virtual machine directory for the specified user.
`vm_dir_uuid`	`0..1`	`string`	Virtual machine directory UUID.
`use_management_console`	`0..1`	`boolean`	Determines if the user is allowed to use the Parallels service management console utility.
`can_change_server_settings`	`0..1`	`boolean`	Specifies whether non-administrators can change Parallels service preferences.
`auto_adjust_reserved_vm_memory_size`	`0..1`	`boolean`	Determines whether memory allocation for Parallels service is performed automatically or manually.
`reserved_vm_memory_size`	`0..1`	`int`	Determines the amount of physical memory reserved for Parallels service operation.
`min_vm_memory_size`	`0..1`	`int`	Determines the minimum required memory size that must be allocated to an individual virtual machine.

max_vm_memory_size	0..1	int	Determines the maximum memory size that can be allocated to an individual virtual machine.
vm_memory	0..1	guest_os_memory (p. 713)	Guest OS virtual machine memory size requirements (optimal and recommended).
min_reserved_memory_limit	0..1	int	Determines the minimum amount of physical memory that must be reserved for Parallels service operation.
max_reserved_memory_limit	0..1	int	Determines the maximum amount of physical memory that can be reserved for Parallels service operation.
vnc_port	0..1	int	The default VNC port number.
vnc_nic	0..1	string	The default VNC network card.

virtual_net_nic

Summary:

Contains a virtual network adapter information.

Type specification:

Extends `net_nicType` (p. 54)

Adds the following elements:

Name	Min/Max	Type	Description
`type`	`1..1`	`int`	Adapter type.
`friendly_name`	`1..1`	`string`	Friendly name.
`uuid`	`1..1`	`guid_type`	Adapter UUID.
`dhcp_start_ip`	`1..1`	`ip_type`	DHCP start IP address.
`dhcp_end_ip`	`1..1`	`ip_type`	DHCP end IP address.
`dhcp_mask`	`1..1`	`ip_type`	DHCP mask.

real_net_nic

Summary:

Contains a physical network adapter information.

Type specification:

Extends `net_nicType` (p. 54)

Adds the following elements:

Name	Min/Max	Type	Description
`friendly_name`	`1..1`	`string`	Friendly name.
`state`	`1..1`	`int`	State.

guest_os_memory

Summary:

Guest OS virtual machine memory size requirements (optimal and recommended).

Type specification:

Name	Min/Max	Type	Description
`guest_os_platform`	`1..1`	`string`	Guest OS platform name.
`guest_os_name`	`1..1`	`string`	The name guest OS installed in a virtual machine.
`optimal_vm_memory_size`	`1..1`	`int`	The memory size optimal for a particular guest OS.
`min_recommended_vm_memory_size`	`1..1`	`int`	The minimum memory size needed for an individual virtual machine operation (in megabytes). By default, the same small value is currently used for all virtual machines regardless of the guest OS type.
`max_recommended_vm_memory_size`	`1..1`	`int`	The maximum memory size recommended for a virtual machine (in megabytes). The value must not exceed the reserved memory size.

common_deviceType

Summary:

Container for common device settings.

Type specification:

Extends `common_deviceType` (p. 200)

Adds the following elements:

Name	Min/Max	Type	Description
`sys_name`	`1..1`	`string`	System name.

serial_port_device

Summary:

Serial port device information.

Type specification:

Extends `common_deviceType` (p. 713)

parallel_port_device

Summary:

Parallel port device information.

Type specification:

Extends `common_deviceType` (p. 713)

printer_device

Summary:

Printer device information.

Type specification:

Extends `common_deviceType` (p. 713)

floppy_disk_device

Summary:

Floppy disk device information.

Type specification:

Extends `common_deviceType` (p. 713)

hard_disk_device

Summary:

Hard disk device information.

Type specification:

Extends `common_deviceType` (p. 713)

optical_disk_device

Summary:

Optical disk device information.

Type specification:

Extends `common_deviceType` (p. 713)

sound_output_device

Summary:

Optical disk device information.

Type specification:

Extends `common_deviceType` (p. 713)

sound_mixer_device

Summary:

Sound mixer device information.

Type specification:

Extends `common_deviceType` (p. 713)

Interfaces

The material in this section describes Parallels Server API interfaces. The term *interface*, as we use it, is somewhat similar to a class in object-oriented programming. We use interfaces to group related data types (structures) and calls (methods). The data types and calls are defined using XML Schema language (XSD). The body of an Agent XML request always begins with the name of an interface followed by the name of a call. The rest of the request body is composed according to the call specifications.

The interfaces described in this chapter provide Parallels Server management functionality. Please note that the interfaces described here do not comprise a complete list of Parallels Server functions. For the complete list please also see the **Base Types and Interfaces** chapter (p. 26).

vzpenvm

Purpose:

Virtual machine management interface.

Specification:

Derived from the `envm` interface (p. 237)

Calls

Call	Description
create (p. 239)	Creates a new virtual machine.
start (p. 269)	Starts the specified virtual machine.
stop (p. 270)	Stops the specified virtual machine.
restart (p. 260)	Restarts a virtual machine.
destroy (p. 246)	Deletes a virtual machine.
suspend	Suspends a virtual machine.
get_info (p. 247)	Retrieves information about a virtual machine.
get_list (p. 253)	Gets a list of the registered virtual machines.
get_vt_settings (p. 257)	Retrieves Parallels service settings.
set_vt_settings (p. 268)	Allows to modify Parallels service settings.
get_vt_info (p. 256)	Retrieves read-only Parallels service information.
get_native_config (p. 273)	Obtains a native virtual machine configuration based on the provided virtual configuration.
get_virtual_config	Obtains a virtual configuration based on the provided native configuration.
reset (p. 718)	Stops and then starts a virtual machine.
reg (p. 719)	Registers an existing virtual machine with Parallels service.
unreg (p. 719)	Unregisteres a virtual machine.
install_os (p. 720)	Installs an operating system in a virtual machine.
install_tools (p. 720)	Installs Parallels Tools in a virtual machine.
check_share (p. 721)	Checks if a networks share is reachable.
get_screenshot (p. 721)	Obtains a screen shot of a virtual machine desktop.
update_device (p. 722)	Updates a device settings in a running virtual machine.
get_console_info (p. 723)	Obtains the virtual machine console information.
set_user_password (p. 724)	Sets a user password in a virtual machine.

reset

Summary:

Resets a virtual machine. This function is an equivalent of "stop" and "start" operations executed in succession. The stop operation will NOT use ACPI, so the entire reset operation will resemble the "Reset" button pressed on a physical box.

Request specification:

Name	Min/Max	Type	Description
`reset`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`}`			

Returns:

OK/Error

pause

Summary:

Pauses a virtual machine.

Request specification:

Name	Min/Max	Type	Description
`pause`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`}`			

Returns:

OK/Error

reg

Summary:

Registers an existing virtual machine with the Parallels service.

Request specification:

Name	Min/Max	Type	Description
`reg`			
`{`			
`path`	`1..1`	`string`	Name and path of an existing virtual machine file.
`}`			

Returns:

Name	Min/Max	Type	Description
`env`	`1..1`	`envType` (p. 39)	The virtual machine configuration information.

unreg

Summary:

Unregisters a virtual machine from the Parallels service. Once unregistered, the virtual machine cannot be started, but the virtual machine file remains on the host.

Request specification:

Name	Min/Max	Type	Description
`reg`			
`{`			
`eid`	1..1	`eid_type` (p. 29)	The virtual machine ID.
`}`			

Returns:

OK/Error

install_os

Summary:

Installs an operating system in a virtual machine.

Request specification:

Name	Min/Max	Type	Description
`install_os`			
`{`			
`eid`	`1..1`	`eid_type`	The virtual machine ID.
`user`	`0..1`	`string`	User name.
`company`	`0..1`	`string`	Company name.
`serial`	`0..1`	`string`	The operating system software serial number.
`}`			

Returns:

OK/Error

install_tools

Summary:

Installs Parallels tools in a virtual machine.

Request specification:

Name	Min/Max	Type	Description
`install_tools`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	Virtual machine ID.
`}`			

Returns:

OK/Error

check_share

Summary:

Verifies that the specified network share is reachable.

Request specification:

Name	Min/Max	Type	Description
`check_share`			
`{`			
`path`	`1..1`	`base64Binary`	Path to check.
`user_name`	`1..1`	`base64Binary`	User name.
`password`	`1..1`	`base64Binary`	Password.
`}`			

Returns:

Name	Min/Max	Type	Description
`available`	`1..1`	`int`	0 - the share cannot be reached. 1 - the share is available.

get_screenshot

Summary:

Captures and returns a screen shot of a virtual machine desktop.

Request specification:

Name	Min/Max	Type	Description
`get_screenshot`	`1..1`		
`{`			
`eid`	`1..1`	`eid_type`	The virtual machine ID.
`thumbnail`	`0..1`	`-`	If this element is included, a thumbnail screen shot is returned.
`}`			

Returns:

Name	Min/Max	Type	Description
`screenshot`	`1..1`	`base64Binary`	Screen shot data.

update_device

Summary:

Updates device settings in a running virtual machine.

Request specification:

Name	Min/Max	Type	Description
`update_device`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`sys_name`	`1..1`	`string`	A virtual device system name. The value must be a UTF8 encoded, null-terminated string.
`device`	`1..1`	`vm_device` (p. 700)	Device configuration with updated properties.
`}`			

Returns:

OK/Error

get_console_info

Summary:

Obtains the virtual machine console information.

Request specification:

Name	Min/Max	Type	Description
`get_console_info`			
`{`			
`  eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`}`			

Returns:

Name	Min/Max	Type	Description
`console_info`			
`{`			
`  screen_width`	`1..1`	`int`	Screen width.
`  screen_height`	`1..1`	`int`	Screen height.
`  screen_depth`	`1..1`	`int`	Color depth.
`}`			

set_user_password

Summary:

Sets the user password in a virtual machine.

Request specification:

Name	Min/Max	Type	Description
`set_user_password`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`user`	`0..1`	`string`	User name. If this element is omitted, the Administrator user will be used.
`password`	`1..1`	`base64Binary`	User password.
`}`			

Returns:

OK/Error

vzpdevm

Purpose:

Interface for managing devices in a virtual machine.

Specification:

Derived from the `devm` interface (p. 198).

Calls

create_vm_device

Summary:

Creates a new virtual machine device of specified type. The new device is not attached to the virtual machine automatically.

Request specification:

Name	Min/Max	Type	Description
`create_vm_device`	`1..1`		
`{`			
`  device_info`	`1..1`	`vm_device` (p. 700)	Device settings.
`}`			

Returns:

Name	Min/Max	Type	Description
`vm_device`	`1..1`	`vm_device` (p. 700)	Device settings.

create_vm_device_image_file

Summary:

Creates (or recreates) a hard disk or floppy disk image file.

Request specification:

Name	Min/Max	Type	Description
`create_vm_device_image_file`			
`{`			
`  device_info`	`1..1`	`vm_device` (p. 700)	Device settings.
`}`			

Returns:

OK/Error

vzpnetworkm

Purpose:

Interface for managing Parallels networking.

Specification:

Derived from the `networkm` interface (p. 364).

Calls

start_network_service

Summary:

Starts Parallels network service on the hardware node.

Request specification:

Name	Min/Max	Type	Description
`start_network_service`	`1..1`	-	

Returns:

OK/Error

stop_network_service

Summary:

Stops Parallels network service on the hardware node.

Request specification:

Name	Min/Max	Type	Description
`stop_network_service`	`1..1`	-	

Returns:

OK/Error

restart_network_service

Summary:

Restarts Parallels network service on the hardware node.

Request specification:

Name	Min/Max	Type	Description
`restart_network_service`	`1..1`	-	

Returns:

OK/Error

vzprelocator

Purpose:

Interface for performing virtual machine cloning.

Specification:

Derived from the `relocator` interface (p. 340).

Types

clone_optionsType

Summary:

Additional options for a virtual machine cloning operation executed using the clone (p. 728) call.

Type specification:

Name	Min/Max	Type	Description
`name`	`1..1`	`string`	Cloned virtual machine name. If only one clone is created, then this name is assigned to a clone. If the number of clones is greater than 1, then clones are assigned name1, name2, and so on.
`config`	`0..1`	`venv_configType` (p. 695)	A custom configuration used to apply customization to a cloned virtual machine(s) configuration.
`force`	`0..1`	`boolean`	If specified, then running virtual machine is forcedly stopped before cloning begins and restarted after cloning is finished.

Calls

clone

Summary:

Creates one or more clones of an existing virtual machine.

Request specification:

Name	Min/Max	Type	Description
`clone`			
`{`			
`eid`	`1..1`	`eid_type` (p. 29)	The virtual machine ID.
`count`	`1..1`	`int`	The number of virtual machines to create.
`options`	`1..1`	`clone_optionsType` (p. 727)	Additional options passed to the clone call.
`}`			

Returns:

eid_list

Name	Min/Max	Type	Description
`eid_list`	`1..1`	`eid_listType` (p. 36)	A list containing the IDs of the created virtual machines.

vzpsample_manager

Purpose:

Interface for creating virtual machine sample configurations. A sample configuration can be used to create new virtual machines. This interface provides methods to create such configurations and to create virtual machines from existing sample configurations.

Specification:

Derived from the `sample_manager` interface (p. 232).

Calls

clone_to_sample

Summary:

Creates a sample configurations from an existing virtual machine.

Request specification:

Name	Min/Max	Type	Description
`clone_to_sample`			
`{`			
`  eid`	`1..1`	`eid_type`	The ID of the source virtual machine.
`  force`	`0..1`	`boolean`	If set to true, the source virtual machine will be forcibly stopped before the cloning operation begins. The virtual machine will be automatically started when cloning is finished.
`}`			

Returns:

OK/Error

convert_to_sample

Summary:

Converts an active virtual machine to a sample configuration. Once the conversion is done, the virtual machine can no longer be started, but it can be used to create real virtual machines.

Request specification:

Name	Min/Max	Type	Description
`convert_to_sample`			
`{`			
`  eid`	`1..1`	`eid_type`	The ID of the source virtual machine.
`  force`	`0..1`	`boolean`	If set to true, the source virtual machine will be forcibly stopped for the cloning operation.
`}`			

Returns:

OK/Error

convert_to_vm

Summary:

Converts a sample configuration to a real virtual machine. Once the conversion is done, the virtual machine can be started and used normally.

Request specification:

Name	Min/Max	Type	Description
`convert_to_vm`			
`{`			

`id`	`1..1`	`guid_type`	The sample configuration ID. To obtain the sample configuration IDs, use the `vzpsample_manager/get` request:
			`<packet version="4.0.0" id="4">`
			`<target>vzpsample_manager</target>`
			`<data>`
			`<vzpsample_manager>`
			`<get/>`
			`</vzpsample_manager>`
			`</data>`
			`</packet>`
			The request returns a list of the available sample configuration. A configuration ID is contained in the `<name>` element.

`}`			

Returns:

OK/Error

CHAPTER 7

Appendix A: Performance Counters

Performance Classes

There are three groups of performance classes: one is for monitoring Containers, the second group is for monitoring virtual machines, and the last one is for monitoring the host server (Hardware Node). Both groups are listed in the following table.

Class ID	Resource Type	Class Instances
Container classes		
`counters_vz_cpu`	CPU	N/A
`counters_vz_ubc`	UBC (User Bean Counters).	N/A
`counters_vz_net`	Container network.	Use `vznetstat` command-line utility to obtain a list of instances. The `Net.Class` column will contain the available instances. The rows with CTID = 0 (Container 0 or Hardware Node) are not applicable.
`counters_vz_quota`	Disk quota.	N/A
`counters_vz_loadavg`	Load average.	N/A
`counters_vz_system`	System info.	N/A
`counters_vz_slm`	SLM	N/A
`counters_vz_memory`	Memory	N/A
`counters_vz_hw_net`	Hardware Node network.	Use `vznetstat` command-line utility to obtain a list of instances. The `Net.Class` column will contain the available instances. Only the rows with CTID=0 (Container 0 or Hardware Node) must be looked at.
Virtual machine classes		
`counters_vzp_cpu`	CPU	N/A
`counters_vzp_net`	Container network.	Use `pnetstat` command-line utility to obtain a list of instances. The `Net.Class` column will contain the available instances.
`counters_vzp_quota`	Disk quota.	N/A
`counters_vzp_system`	System info.	N/A
`counters_vzp_memory`	Memory.	N/A
Hardware Node classes		

counters_cpu	CPU	N/A
counters_disk	Disk	The name of the hard disk device.
counters_memory	Memory	N/A
counters_net	Network	The name of the network interface.
counters_loadavg	CPU	N/A
counters_system	System info.	N/A

Performance Counters

Note: UBC failcounters are not supported in the current version of Parallels Agent.

The tables below contain lists of performance counters by their parent class. The table columns are:

Counter ID — Counter ID. The IDs are used in Agent calls as input/output parameters.

Value — The data type of the counter value(s).

Type — Counter type. A performance counter may be one of the following types:

- *Periodic counter (type 0)*. Contains the minimum, maximum, and average values for the given time period.
- *Incremental counter (type 1)*. The value of an incremental counter is always higher or equals to the previous value. A good example is a network counter that counts the number of bytes the interface has sent or received. The minimum, maximum, and average values are the same and represent the difference between the current value and the value from the previous report.
- *Cumulative counter (type 2)*. The minimum, maximum, and average values are the same and represent the total accumulated value since the server was started. On server restart, counter values are reset to zero.

Units — Units of measure (bytes, percent, seconds, pieces, etc.)

Description — Counter description.

Container CPU counters (counters_vz_cpu class)

Counter ID	Value	Type	Units	Description
counter_cpu_system	int	2	jiffies	System CPU time.
counter_cpu_user	int	2	jiffies	User CPU time.
counter_cpu_idle	int	2	seconds	Idle CPU time.
counter_cpu_nice	int	2	jiffies	Nice CPU time.
counter_cpu_starvation	int	2	seconds	'Starvation' CPU time (i.e. the difference between the guaranteed and used CPU time).

counter_cpu_system_states	int	0	percent	System CPU time in percent.
counter_cpu_user_states	int	0	percent	User CPU time in percent.
counter_cpu_idle_states	int	0	percent	Idle CPU time in percent.
counter_cpu_nice_states	int	0	percent	Nice CPU time in percent.
counter_cpu_starvation_states	int	0	percent	Starvation CPU time in percent.
counter_cpu_used	float	0	percent	Total CPU usage in percent.
counter_cpu_share_used	float	0	percent	The real CPU usage of the Container against the CPU limit set for this Container.
counter_cpu_limit	float	0	percent	The share of the CPU time the Container may never exceed.

Container UBC counters (counters_vz_ubc class)

Counter ID	Value	Type	Units	Description
numproc	int	0	pcs	Number of processes and kernel-level threads.
numtcpsock	int	0	pcs	Number of TCP sockets.
numothersock	int	0	pcs	Number of non-TCP sockets.
vmguarpages	int	0	4K-pages	Memory allocation guarantee.
kmemsize	int	0	bytes	Size of non-swappable kernel memory.
tcpsndbuf	int	0	bytes	Total size of 'send' buffers for TCP sockets.
tcprcvbuf	int	0	bytes	Total size of 'receive' buffers for TCP sockets
othersockbuf	int	0	bytes	Total size of UNIX-domain socket buffers, UDP, and other datagram protocols 'send' buffers.
dgramrcvbuf	int	0	bytes	Total size of 'receive' buffers of UDP and other datagram protocols.
oomguarpages	int	0	4K-pages	Out-of-memory guarantee.
privvmpages	int	0	4K-pages	Size of the Container private memory.
lockedpages	int	0	4K-pages	Memory not allowed to be swapped out.

shmpages	int	0	4K-pages	Size of the shared memory.
physpages	int	0	4K-pages	Total size of RAM used by Container processes.
numfile	int	0	pcs	Number of open files.
numflock	int	0	pcs	Number of file locks.
numpty	int	0	pcs	Number of pseudo-terminals.
numsiginfo	int	0	pcs	Number of 'siginfo' structures.
dcachesize	int	0	bytes	Total size of 'dentry' and 'inode' structures locked in memory.
numiptent	int	0	pcs	Number of IP packet filtering entries.

Container network counters (counters_vz_net class)

Counter ID	Value	Type	Units	Description
counter_net_incoming_bytes	int	2	bytes	The amount of incoming network traffic in bytes.
counter_net_incoming_packets	int	2	pcs	The amount of incoming network traffic in packets.
counter_net_outgoing_bytes	int	2	bytes	The amount of outgoing network traffic in bytes.
counter_net_outgoing_packets	int	2	pcs	The amount of outgoing network traffic in packets.

Container disk quota counters (counters_vz_quota class)

Counter ID	Value	Type	Units	Description
diskspace	int	0	1K-blocks	The total size of disk consumed by the Container.
diskspace_hard	int	0	1K-blocks	Disk space hard limit.
diskspace_soft	int	0	1K-blocks	Disk space soft limit.
diskinodes	int	0	inodes	The total number of disk inodes (files, directories, symbolic links).

diskinodes_soft	int	0	inodes	The total number of disk inodes (files, directories, symbolic links). The Container is allowed to temporarily exceed the soft limit during the grace period defined by the 'quotatime' parameter.
diskinodes_hard	int	0	inodes	The total number of disk inodes (files, directories, symbolic links). The Container can never exceed this limit.
quotaugidlimit	int	0	pcs	The number of user/group IDs allowed for Container internal disk quota. If set to 0, the UID/GID quota will not be enabled. You can configure the UID/GID quota for Containers with the disabled UID/GID quota only if they are stopped.
quotaugidlimit_hard	int	0	pcs	The maximal number of user/group IDs allowed for Container internal disk quota.
counter_disk_used	int	0	bytes	The amount of disk space in use (in bytes).
counter_disk_share_used	float	0	percent	The ratio of the real disk space consumption by the Container against the disk space limit set for this Container.
counter_disk_limit	int	0	bytes	The total amount of disk space that can be consumed by the Container.
counter_io_used	int	0	bytes	The disk input/output rate (in bytes).
counter_io_limit	int	0	bytes	The disk input/output rate limit (in bytes).
counter_iops_used	int	0	pcs	The disk input/output rate (in operations per second).
counter_iops_limit	int	0	pcs	The disk input/output rate limit (in operations per second).

Container load average counters (counters_vz_loadavg class)

Counter ID	Value	Type	Units	Description

counter_loadavg_l1	float	0	pcs	The average number of processes in the kernel run queue for the last minute.
counter_loadavg_l2	float	0	pcs	The average number of processes in the kernel run queue for the last 5 minutes.
counter_loadavg_l3	float	0	pcs	The average number of processes in the kernel run queue for the last 15 minutes.

Container system info counters (counters_vz_system class)

Counter ID	Value	Type	Units	Description
counter_system_users	int	0	number	Number of users.
counter_system_uptime	int	1	seconds	The time elapsed since the last server startup.

Container SLM counters (counters_vz_slm class)

Counter ID	Value	Type	Units	Description
slmmemorylimit	int	0	bytes	The total amount of memory that can be consumed by the Container.

Container memory counters (counters_vz_memory class)

Counter ID	Value	Type	Units	Description
counter_memory_used	int	0	bytes	The total amount of memory used by the Container.
counter_memory_share_used	float	0	percent	The ratio of the real physical memory usage of the Container against the memory limit set for this Container, in percent.
counter_memory_limit	int	0	bytes	The total amount of memory that can be allocated to the Container.

Container network counters (counters_vz_hw_net class)

Counter ID	Value	Type	Units	Description
counter_net_incoming_bytes	int	2	bytes	The amount of incoming network traffic in bytes.

ounter_net_incoming_packets	int	2	pcs	The amount of incoming network traffic in packets.
counter_net_outgoing_bytes	int	2	bytes	The amount of outgoing network traffic in bytes.
counter_net_outgoing_packets	int	2	pcs	The amount of outgoing network traffic in packets.

Virtual machine CPU counters (counters_vzp_cpu)

Counter ID	Value	Type	Units	Description
counter_cpu_system	int	2	jiffies	System CPU time.
counter_cpu_user	int	2	jiffies	User CPU time.
counter_cpu_idle	int	2	seconds	Idle CPU time.
counter_cpu_system_states	int	0	percent	System CPU time in percent.
counter_cpu_user_states	int	0	percent	User CPU time in percent.
counter_cpu_idle_states	int	0	percent	Idle CPU time in percent.
counter_cpu_used	float	0	percent	Total CPU usage in percent.
counter_cpu_share_used	float	0	percent	The real CPU usage of the virtual machine against the CPU limit set for this virtual machine.
counter_cpu_limit	float	0	percent	The share of the CPU time the virtual machine may never exceed.

Virtual machine network counters (counters_vzp_net class)

Counter ID	Value	Type	Units	Description
counter_net_incoming_bytes	int	2	bytes	The amount of incoming network traffic in bytes.
counter_net_incoming_packets	int	2	pcs	The amount of incoming network traffic in packets.
counter_net_outgoing_bytes	int	2	bytes	The amount of outgoing network traffic in bytes.
counter_net_outgoing_packets	int	2	pcs	The amount of outgoing network traffic in packets.

Virtual machine disk quota counters (counters_vzp_quota class)

Counter ID	Value	Type	Units	Description
counter_disk_space_used	int	0	1K-blocks	Disk space used.

counter_disk_space_free	int	0	1K-blocks	Disk space free.
counter_disk_used	int	0	bytes	The amount of disk space in use (in bytes).
counter_disk_share_used	float	0	percent	The ratio of the real disk space consumption by the virtual machine against the disk space limit set for this virtual machine.
counter_disk_limit	int	0	bytes	The total amount of disk space that can be consumed by the virtual machine.
counter_io_used	int	0	bytes	The disk input/output rate (in bytes).
counter_io_limit	int	0	bytes	The disk input/output rate limit.

Virtual machine system info counters (counters_vzp_system class)

Counter ID	Value	Type	Units	Description
counter_system_users	int	0	number	Number of users.
counter_system_uptime	int	1	seconds	The time elapsed since the last server startup.

Virtual machine memory counters (counters_vzp_memory class)

Counter ID	Value	Type	Units	Description
counter_memory_mem_used	int	0	bytes	Amount of used memory.
counter_memory_mem_free	int	0	bytes	Amount of available free memory.
counter_memory_swap_used	int	0	bytes	Amount of used swap.
counter_memory_swap_free	int	0	bytes	Amount of available free swap space.
counter_memory_share_used	float	0	percent	The ratio of the real physical memory usage of the virtual machine against the memory limit set for this virtual machine, in percent.
counter_memory_limit	int	0	bytes	The total amount of memory that can be allocated to the virtual machine.

Hardware Node CPU counters (counters_cpu class)

Counter ID	Value	Type	Units	Description
counter_cpu_system	int	2	jiffies	System CPU time.
counter_cpu_user	int	2	jiffies	User CPU time.
counter_cpu_nice	int	2	jiffies	Nice CPU time.
counter_cpu_idle	int	2	seconds	Idle CPU time.
counter_cpu_system_states	int	0	percent	System CPU time in percent.
counter_cpu_user_states	int	0	percent	User CPU time percent.
counter_cpu_nice_states	int	0	percent	Nice CPU time in percent.
counter_cpu_idle_states	int	0	percent	Idle CPU time in percent.
counter_cpu_used	float	0	percent	CPU usage in percent.
counter_cpu_share_used	float	0	percent	The ratio of CPU time consumed by the server to current limit.
counter_cpu_limit	float	0	percent	CPU limit of the share the server will get.

Hardware Node disk counters (counters_disk class)

Counter ID	Value	Type	Units	Description
counter_disk_space_used	int	0	1K-blocks	Disk space used.
counter_disk_space_free	int	0	1K-blocks	Disk space free.
counter_disk_inodes_used	int	0	inodes	Disk inodes used.
counter_disk_inodes_free	int	0	inodes	Disk inodes free.
counter_disk_used	int	0	bytes	Disk space used in bytes.
counter_disk_share_used	float	0	percent	The ratio of used disk space to current limit.
counter_disk_limit	int	0	bytes	Total disk space available for the server.

Hardware Node memory counters (counters_memory class)

Counter ID	Value	Type	Units	Description
counter_memory_mem_used	int	0	bytes	Amount of used memory.
counter_memory_mem_free	int	0	bytes	Amount of available free memory.
counter_memory_swap_used	int	0	bytes	Amount of used swap.
counter_memory_swap_free	int	0	bytes	Amount of available free swap space.

counter_memory_used	int	0	bytes	Memory used by the server.
counter_memory_share_used	float	0	percent	The ratio of used memory to current limit.
counter_memory_limit	int	0	bytes	Total memory available for the server.

Hardware Node network counters (counters_net class)

Counter ID	Value	Type	Units	Description
counter_net_incoming_bytes	int	2	bytes	Amount of incoming network traffic in bytes.
counter_net_incoming_packets	int	2	pcs	Amount of incoming network traffic in packets.
counter_net_outgoing_bytes	int	2	bytes	Amount of outgoing network traffic in bytes.
counter_net_outgoing_packets	int	2	pcs	Amount of outgoing network traffic in packets.

Hardware Node load average counters (counters_loadavg class)

Counter ID	Value	Type	Units	Description
counter_loadavg_l1	float	0	pcs	Average number of processes in the system run queue of kernel for the last 1 minute.
counter_loadavg_l2	float	0	pcs	Average number of processes in the system run queue of kernel for the last 5 minutes.
counter_loadavg_l3	float	0	pcs	Average number of processes in the system run queue of kernel for the last 15 minutes.

Hardware Node system info counters (counters_system class)

Counter ID	Value	Type	Units	Description
counter_system_uptime	int	1	seconds	Processor uptime.
counter_system_users	int	0	number	Number of users.

CHAPTER 8

Appendix B: States and Transitions

The following tables list the available server state and transition codes.

States

State Code	State Name	Description
0	unknown	The state is unknown or not supported.
1	non-existent	This state may be returned when a machine is destroyed or as an indication of the previous state when a machine is created.
2	config	The configuration information is available for a Virtuozzo Container but the Container's private area is missing.
3	down	The Container is down.
4	mounted	The Container is mounted.
5	suspended	The Container is suspended.
6	running	The Container is running.
7	repairing	Virtuozzo Container is being repaired. See `envm/repair (p. 259)` for more information.
8	license violation	The license is not valid.

Transitions

Transition Code	Transition Name	Description
0	none	The server is in a stable state (see table above).
1	unknown	The transition is unknown or not supported.
2	creating	The Container is being created.
3	mounting	The `vzaenvm/mount` operation (p. 644) is in progress.
4	starting	The Container is starting.
5	stopping	The Container is stopping.
6	unmounting	The `vzaenvm/umount` operation (p. 652) is in progress.
7	destroying	The server is being destroyed.

8	moving	The `relocator/move` operation (p. 361) is in progress.
9	cloning	The `relocator/clone` operation (p. 363) is in progress.
10	migrating	One of the `migration operations` (p. 340) is in progress.
11	starting-repair	The beginning of the `envm/repair` (p. 259) operation (the Container is in transition to the "repairing" state).
12	stopping-repair	The ending of the `envm/repair` (p. 259) operation (the Container is being brought back to the "running" state).
13	setting	The `envm/set` operation (p. 262) is in progress.
14	updating	The `vzaenvm/upgrade` (p. 653) operation is in progress.
15	backing-up	The `backup_env` operation (p. 134) is in progress.
16	restoring	The `restore_env` operation (p. 141) is in progress.
17	reinstalling	The `vzaenvm/recover_template` operation (p. 645) is in progress.
18	suspending	The `envm/suspend` operation (p. 272) in progress.
19	resuming	The `envm/resume` operation (p. 261) is in progress.
20	restarting	The `envm/restart` operation (p. 260) is in progress.
101	check-updating	An operation simulating a template upgrade in the container is in progress. No actual changes are being made to the container.

CHAPTER 9

Appendix C: Error Codes

System

0 Unknown error. Happens when some internal error cannot be translated into Agent errors

1 Internal error

2 Target not found

3 Cannot get authorization information for user

Utility errors

100 Cannot save ssh key

101 Cannot connect to agent

Packets

400 Invalid (depending on protocol) packet

401 Invalid (depending on protocol) packet

402 Virtuozzo is not functional or improperly installed

403 Container is not functional or improperly installed

404 System errors

405 Error opening file

406 Error reading file

407 Error writing file

408 Error creating directory

409 Error getting information about file

410 VEID 0 cannot be specified here

411 Error reading socket

412 Error writing socket

413 VEID is absent in packet

414 Unauthorized access to Container

415 Error renaming file to

416 Error executing cmd

417 The specified Container doesn't exist

418 The specified Container is not running

419 The specified Container is not mounted

420 Can't get list of Containers

421 Unknown host ID is specified

422 Cannot initialize connection to remote host

423 Node doesn't have master to allocate resource

424 The function is not supported in this version

425 Distribute agent to failed

426 Agent uninstall failed

427 Only VEID 0 can be specified here

428 Invalid environment was specified

userm

501 uid is already in use

502 gid is already in use

503 Specified user/group doesn't exist

504 Can't remove user's primary group

505 User name is already in use

506 Group name is already in use

507 Can't read/update group file

508 Can't read/update passwd file

509 User to modify is logged in

510 Insufficient space to move home directory

511 Invalid user/group name

512 Specified Container is not found

513 Can't create/move/remove home directory

514 Authentication error

523 Can't assign Container list to Service Container user

530 No memory

550 Container isn't run

551 No free uid/gid in given range

552 Some file is brocken

599 Error in user/group management

600 There is not enough free space in Container to write into passwd file

601 Can't get stat information for /etc/passwd file

602 Can't get stat file system information for specified Container

servicem

701 Can not get list of services

702 Can not set service levels

703 Can not start/stop/restart service

704 Can not get service status

705 Can not get levels of service

706 Unknown service name

707 Xinetd is stopped

710 Can not init service management

746

firewallm

900 Internal firewall management error

901 Container is not running

902 Can't get Container Root

903 Cannot add the rule from config

904 Error setting the default DROP policy for Container

905 Error setting the default ACCEPT policy for Container

906 Error getting the default policy for Container

907 Error getting the active protocols' list for Container

908 Invalid rule parameters were passed

909 Specified rule of Container was not found

910 Error flushing the firewall of Container

911 Error parsing the config file of Container

912 Error writing the config file of Container

913 Error setting up the firewall chains for Container

914 Error saving the iptables information for Container

vem

1000 Error reading UBC values

1001 Error reading Container configuration file

1004 Error invoking vzctl utility

1005 Config error of Container

1006 Private area of Container already exists

1007 Error repairing Container

1008 Error moving Container

1009 Error cloning Container

1010 The Container is in repaired state Stop repairing first

1011 This operation is prohibited for the Service Container

1012 Invalid hostname

1013 Error setting ugid quota

1014 Error getting ugid quota

1016 Some other operation is done with the Container at the moment

1017 Quota file is corrupted

1018 ugid quota not accounted

1019 get/set protocol respond message failed

1020 Error initialize VZ parameters validation

1021 Error parametrs validation

1022 Error in VEID allocation in pool

1023 Error in IP allocation in pool

1024 Container/IP pool is not accessible

1025 Error to modify Container parameters

1026 Error Container is already running

1027 Error Container is not running

1028 Error IP address already used

1029 Error IP address not configured

1030 Can't create Container

1031 Can't upgrade Container

1032 Can't get scripts

1033 Can't set scripts

1034 Can't del scripts

tem

1299 Unknown error

1201 Can not get upload directory path

1202 Can not get list of templates

1203 Can not generate obsoleted rpm

1204 Can not get list of dependencies

1205 Can not consruct path to config file

1206 Can not open template config file

1208 Can not write to config file

1209 Can not install template rpm

1210 Can not get name of template rpm

1211 Can not uninstall template rpm

1212 Can not create template

1213 Can not add template in Container

1214 Can not remove template from Container

1215 Config file is invalid

1216 Removing these package would break dependencies in Container(s)

1217 run vzpkgcache error

1218 Template(s) already installed

1219 Failed template dependencies

1220 Use --force

1221 Can not get distributions

1222 Can not migrate template

computerm

1301 Can not open VZ vocabulary

1302 Can not parse VZ vocabulary

1303 No such category in VZ vocabulary

1304 No such parameter in VZ vocabulary

1311 Can not write Container/VZ config

1312 Can not delete sample Container config

1313 Can not rename sample Container config

1314 Can't get partition info

1315 Can't get memory info

1316 Can't get CPU info

1317 Can't get per interface info

1318 Can not get upload directory path

1320 Can not migrate Container(s)

1321 Can not set key

1322 Can not get key

1323 Can not get log list

1324 Can not get log

1325 Can not set VZ config

1326 Can not get traffic

1327 Can not set network parameters

1328 Can not get network parameters

1329 Migrate object already exists

1333 Can not split hardware node

1334 Configuration file already exists

1335 Can not get OS info

1336 Can't get redirect services

1337 Can't reconfigure redirect services

1338 Can't set the date

1339 Can't get the date

1340 Can't get the time zones information

dbm

1401 No disk space for create log file

1402 Query not complete

1403 No memory

1404 Unknown parameter

1405 Excessive periods in query range

1406 Invalid period

1407 Can't read counters

devm

1501 Can not get list of mounts

1502 Can not get device info

1503 Mount entry already exists

1504 Can't add/delete permanent mount point

1505 Can't mount/umount device

1506 Can't create mount point

1507 Container is in improper state

1508 Can't create/delete/resize drive \n

1509 Can't forward/list/remove forward on device \n

licensem

1602 Can not instal new license

1603 Can not get license information

1604 Can not get HWID information

1605 Can not remove license

1606 Can not activate license

1607 Can not update license

1608 KA server is not available

Periodic Collectors

1701 Monitor doesn't exist

1702 Quota accounting for veid is off

Mail Configuration

1801 Can't get user info (home dir)

1802 Can't read mail template dir

1803 Error with template file

processm

1901 Error getting processes info for Container

1902 Error parsing processes info for Container

1903 Error sending signal to process

1904 No such pid

1905 Can't get ID for pid

1906 Error invoking vzctl utility

3600 Error run program

File Manager

2001 Wrong credentials

2002 Can't call function

2050 Resource exceeded

2051 Access denied

2052 File busy

2053 Input/Output error

2054 No space on disk

2055 Path already exist

2056 Bad (broken, doesn't exist) path

2057 User/Group name not found (provided for 'chown' command)

Mailer Operator

2301 No mail services in Container

2302 This forward leads to loop

2303 Error while synching

2304 Mail box already exist

2305 No such mail box

2306 Domain already exist

2307 No such domain box

2308 Mail list already exist

2309 No such mail list

2310 Can't create/remove domain directories

2311 Email is invalid

2312 Can't save config

2313 Can't load config

2314 Domain has users

Backup management

2501 Backup with such id is not found

2502 Can't backup Container

2503 Can't restore Container from backup

2504 Can't set vzbackup config

2505 Backup number exceeded current limit

2506 Can't get vzbackup config

2507 Snapshot wasn't created

tbs

2601 Can't read sshd config

2610 Can't check network parameters

2615 Can't fix network parameters

2620 Can't check disk quota parameters

2625 Can't fix disk quota parameters

2630 Can't check VZ filesystem

2640 Can't template check

2645 Can't fix template

2646 Can't set or get support channel status

sessionm

2701 No such session is found

2702 IP doesn't match the session

2703 Deprecated Error 2703 "Session expired"

2704 Cannot authenticate user due to a system error

2705 Authentication failure - either user name or password is incorrect

2706 Cannot distribute session

2707 Cannot duplicate session

2708 Cannot logout permanent session

Global resource management

2802 DB Error

2803 VEID pool exhausted

754

2804 IP pool exhausted

2805 Bad VEID in parameters already exist in pool not in pool not found in pool

2806 Bad IP in parameters already exist in pool not in pool not found in pool

2807 Node is not master, so it cant support called command allocate release

2901 DB Error

2902 Invalid pool (not in user range)

2903 Master initialization error

2904 Client initialization error

2905 Can't remove client

2906 Can't remove master

2907 Can't upload credentials

2908 Client already has some master

2909 Error

2910 Node is not master

SQL operator

3101 DB error

3111 Unknown field in select part of packet

3151 Error parsing (at this moment) where

3152 Error evaluating (at this moment) where

authm

3201 User/role with name already exists

3202 Authentication error

3203 Login is disabled

3204 User/role is not found

3205 System error

3206 Can't delete the role -- other users/roles depend on it

packagem, vzapackagem

3501 Fatal error installing a package

3502 Error removing a package

3503 Error updating a package

3504 Error listing a package

3505 Error getting package information

3506 Error cleaning package cache

3507 Error migrating a package

3508 Error fetching a package

3509 Error forcing package installation

3510 Package already installed

3511 Invalid package distribution

envm, vzaenvm

3800 Error reading Environment configuration

3801 Some other operation is done with Environment at the moment

3802 Error invoking external utility

3803 Configuration error

3804 This operation is prohibited for this Environment

3805 Error writing Environment configuration

Scheduler

4000 Value for time is our of range

4001 Task not found

System errors

-2 The request was timed out

-3 The request was cancelled

-4 Connection to pvaagent was closed

-5 Can't parse pvaagent message

-6 Invalid parameters was specified

-7 Invalid vocabulary was specified or vocabulary is missing

-8 The request was not properly initialized

-9 Library was unable to connect for the first time

-10 Library tried to reconnect N times but did not succeeded

-11 Internal error

-12 Invalid environment was specified

-13 Low memory allocation failed

-14 State of the object prohibits requested call

-15 Out of system resources (HANDLEs descriptors)

-16 Invalid connection passed

-17 No requested data available

filer

-1101 Can't open local file

-1102 Can't read from local file

-1103 Can't write to local file

1104 Local file exists

SQL errors

-1201 System error in database

-1202 VEPool exhausted

-1203 IPPool exhausted

-1204 Bad veid

-1205 Bad IP

-1250 For internal use

Other

-424 The function is not supported in this version

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