Section 11

Module Command

The Module command allows you to configure the Controller `Module`.

The following options are available with the `Module` command:

module annex

Annexes (adds) an existing "free" Controller Module to the Realm. In most some, the Module will be shown when using the `module display show=freelist` command, but is added manually.

Syntax:

module annex name=*argument*

Arguments:

Argument	Description	Req
name	The name of the Controller Module to be annex to the current Realm.	R

Example:

```
module annex name=0:7:2f:00:09:c0
```

module deannex

Deannexes (removes) an existing Controller Module from the Realm. This allows the Controller Module to be reassigned (annexed) to another Realm.

You *deannex* a healthy Controller Module, and *delete* an unhealthy one.

Syntax:

module deannex name=*argument*

Arguments:

Argument	Description	Req
name	The name of the Controller Module to be removed from the current Realm.	R

Example:

```
module deannex name=0:7:2f:00:09:c0
```

module delete

Deletes an existing Controller Module from the Realm. You can only delete a failed Controller Module: healthy Controller Modules cannot be deleted. This causes the system to remove information about a failed Controller Module, and it will no longer appear in the system information.

You *deannex* a healthy Controller Module, and *delete* an unhealthy one.

The Controller Module must be physically unavailable to the system to be deleted.

Note: This command allows the current Controller Module to delete itself.

Syntax:

module delete name=*argument*

Arguments:

Argument	Description	Req
name	The name of the Controller Module to be deleted from the current Realm.	R

Example:

```
module delete name=0:7:2f:00:09:c0
```

module display

Displays information about one or all Controller Modules.

Syntax:

module display [name=*argument*] [show=*argument*]

Arguments:

Argument	Description	Req
name	The name of the Controller Module to be displayed. If no Storage Controller name is given, all Controller Modules in the Realm are shown.	O
show	• Set to ALL to view all information about the Storage Controllers. • Set to Interface to display the Controller Module and interface information. • Set to FREELIST to view only Modules that have not been assigned to a Realm. • Set to SNAPSHOT to view information about snapshot resources on a Controller Module. • Set to VERSION to view compatibility details and the IP address of the Controller Module. • Set to SUPPORT if instructed to do so by Technical Support personnel. This provides details specific to diagnosis by Technical Support personnel. If no argument is used, a brief summary is shown.	O

Example:

```
module display show=all
```

Returns:

For each Module, the following information is returned when show=all

Item	Description
Alerts	Total number and highest severity of alerts for this module.
Board-Temp	Temperature of the Controller Module.
CPU-Temp	Temperature of the processor.
FAN *n*	Speed of fan *n*.
Name	Module name.
PeerModule	The controller for this Controller Module.
Position	The physical location in which the Controller Module resides.
RealmCtrl	Indicates whether or not the module is a Primary.
Rev	Build or release ID for the Controller Module.
SerialNumber	The serial number of the Controller Module.
Software Version	Version of the software running on this Controller Module.
State	Current health of the Controller Module.

Returns:

As another example, for each module the following information is returned when show=snapshot

Item	Description
Alerts	Total number and highest severity of alerts for this Controller Module.
Name	Module name.
PeerModule	The controller for this Controller Module.
Position	The physical location in which the Module resides.
RealmCtrl	Indicates whether or not the Module is a Primary.
SnapshotDiskFree	Amount of space currently unused by the existing snapshot, but reserved for it.

Item	Description
SnapshotDiskTotal	Size of the disk using this snapshot.
SnapshotMemoryFree	Amount of free memory for this snapshot.
SnapshotMemoryTotal	Total amount of memory for this snapshot.
State	Current health of the system.

module reboot

Reboots the named Controller Module.

Syntax:

module reboot name=*argument*

Arguments:

Argument	Description	Req
name	Name of the Controller Module to reboot.	R

Example:

```
module reboot name=0:7:2f:00:09:c0
```

module rename

Renames an existing Controller Module.

Syntax:

module rename name=*argument* newname=*argument*

Arguments:

Argument	Description	Req
name	Current name of the Controller Module being renamed.	R
newname	New name for the Controller Module	R

Example:

```
module rename name=0:7:2f:00:09:c0
     newname=Storage17
```

module resetpeer

This command acts as a software command to simulate the reset/ power switch. This resets a Controller Module, sent from the Controller Module in the adjoining slot in the same Storage Controller.

Syntax:

module resetpeer

Arguments:

None

Example:

```
module resetpeer
```

module shutdown

Shuts down a Controller Module. If the last Controller Module in the Realm is shut down, the Realm will become inaccessible.

You must know the Controller Module name: it does not appear in the output from the module display command.

Syntax:

module shutdown name=argument

Arguments:

Argument	Description	Req
name	Name of the Controller Module to shut down.	R

Example:

```
module shutdown name=0:7:2f:00:09:c0
```

module shutdown