

Quantum®

# File System API Guide

## StorNext 5



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# Chapter 1 Introduction

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## About This Guide

This guide contains information and instructions necessary to use the StorNext File System APIs. This guide is intended for system administrators, programmers, and anyone interested in learning about using the StorNext File System APIs.

The StorNext File System API Guide is divided into the following chapters:

- [StorNext File System APIs](#)
- [File System API Example](#)

StorNext File System APIs which can be used to make calls from third-party applications, resulting in enhanced operations between third-party applications and StorNext.

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**Note:** StorNext Storage Manager APIs are described in the *StorNext Storage Manager API Guide*.

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## Installing StorNext APIs

The StorNext File System APIs are automatically installed when you install the StorNext software.

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## Running APIs Remotely

StorNext File System APIs run locally on the client and the client's mounted file systems. They interact with the remote MDC indirectly, through the StorNext client.

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## Explanation of Warnings, Cautions and Notes

The following cautions, and notes appear throughout this document to highlight important information.

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**Caution:** Indicates a situation that may cause possible damage to equipment, loss of data, or interference with other equipment.

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**Note:** Indicates important information that helps you make better use of your system.

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## Quantum Technical Assistance Center

More information about StorNext is available on the Quantum Service and Support website at <http://www.quantum.com/ServiceandSupport>. The Quantum Service and Support website contains a collection of information, including answers to frequently asked questions (FAQs).

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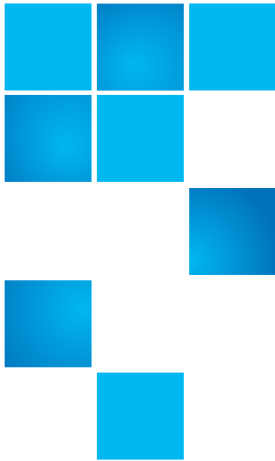
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## Chapter 2

# StorNext File System APIs

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This chapter describes the Application Programming Interfaces (APIs) that are available for StorNext File System. These file system APIs are automatically installed with the StorNext software and do not need to be installed separately.

The file system APIs are grouped into the following categories:

- [Allocation and Space Management APIs](#)
- [Quality of Service and Real Time I/O APIs](#)
- [File System Configuration and Location Management APIs](#)
- [Access Management APIs](#)

Appendix A at the end of this guide provides a test API sample program that illustrates how to use many of the StorNext File System APIs described in this guide.

Most of these APIs take two parameters: a request structure and a reply structure. On Windows, these correspond to the *inbuffer* and *outbuffer* parameters of `DeviceIoControl()`. On UNIX, the two structures (request and response) are consolidated into a single union so that we can still use the `ioctl()` and `fcntl()` interface. The functionality remains the same.

For example, the UNIX definition of the call to allocate space would be:

```
typedef union allocspacereqreply {  
    AllocSpaceReq_t req;  
    AllocSpaceReply_t reply;  
} AllocSpaceReqReply_t;
```

---

**Note:** On Windows systems no helper library is distributed, and the ioctls must be called directly.

---

Field names for request structures are prefaced with xq\_ where <x> is representative of the structure's name. Field names for reply structures are similarly prefaced with xr\_.

All structures are 64-bit aligned and use the following typedefs on Windows:

```
typedef UCHARuint8_t;
typedef USHORTuint16_t;
typedef ULONGuint32_t;
typedef ULONGLONGuint64_t;
typedef CHARint8_t;
typedef SHORTint16_t;
typedef LONGint32_t;
typedef LONGLONGint64_t;
```

The control code definitions are platform dependent, and are defined in a separate file for each platform. The version number is encoded in each control code so that individual calls can be modified without affecting the rest of the interface. The macro name (for example, CvApi\_PunchHole,) is the same on all platforms.

Platform	Filename	Interface Routine
Linux	cv_linux_ioctl.h	ioctl(2)
Solaris	cv_sol_ioctl.h	ioctl(2)
Irix	cv_irix_ioctl.h	fcntl(2)
Windows	cv_nt_ioctl.h	DeviceIoControl()

Except where noted, all calls return 0 (zero) on success, and a standard platform-specific error code on error. On UNIX, it is a standard errno. On Windows, it is one of the status codes listed in ddk\inc Windows Driver Development Kit. Internally, StorNext maps all error codes to a platform-independent value and only maps to platform error codes just before returning to the user.

In this document the following error codes are defined:

VOP\_ENOENT2  
VOP\_EACCESS5  
VOP\_EXIST7  
VOP\_EINVAL11  
VOP\_ENOSPC12  
VOP\_EFAULT19

These error codes are mapped to their closest platform-specific error. For example, the error VOP\_ENOENT maps to ENOENT on most UNIX platforms, and the Windows error code STATUS\_OBJECT\_NAME\_NOT\_FOUND on Windows (which may map to a Win32 definition such as ERROR\_NOT\_FOUND).

All offsets and sizes are given in bytes and are rounded up, if necessary, to the next file system block size.

For calls that return variable length buffers (such as extent lists), the call will return the total number of items available, as well as the number returned in this particular call. If more data is available than can be returned in the user's buffer, as much as possible is copied into the buffer, and no error is returned. For subsequent calls, the user can specify a different starting location (ordinal for stripe groups, starting offset for extents). This is similar to the getdents/getdirenties semantic on UNIX. Note that if the list is changing while the user is attempting to retrieve it, inconsistent results may be returned. When there are no more entries available, ENOENT is returned.

In this document, the word *handle* is synonymous with a *file descriptor* in UNIX.

---

**Note:** StorNext file system API names are preceded with "CvApi" because they were inherited from CVFS.

---

## Allocation and Space Management APIs

These APIs allow you to control how data is written to StorNext, resulting in faster writes and more efficient allocation of capacity.

---

## **CvApi\_AllocSpace**

---

This API allocates extent space in a file. (This API is scheduled for deprecation and will not be supported in future StorNext releases.)

### Handle

Target file.

### Notes

This call attempts to allocate disk space of the requested size, starting at the requested file-relative offset. Commonly, this results in a single extent being allocated. However, if the file system free space is fragmented, up to 24 extents may be allocated. In addition, if the entire requested space cannot be allocated by adding 24 new extents, the API performs only a partial allocation and still returns a successful status. Therefore, to reliably determine the actual amount of space allocated by `CvApi_AllocSpace`, applications must track the number of file blocks using the UNIX `fstat(2)` system call or through the `CvApi_CvFstat` API.

If the caller specifies an offset to begin allocation, the call allocates space at the offset, rounded up to a file system block size. If any allocation exists that maps even a portion of `<offset + size>`, the call returns `EXISTS`. If no offset is specified, the call allocates the requested size beginning at the next file system block boundary beyond the current end of file. The number of bytes is rounded up to a file system block size. In both cases, the file size is updated if the allocation causes an increase in the current end of file.

If the affinity is specified, this sets the affinity for this and all future allocations. In this way, setting the affinity is “sticky.” If the affinity is already set in the file, setting the affinity in this call has no affect. To get/set the affinity, see the `CvApi_GetAffinity / CvApi_SetAffinity` calls. The allocation will be made *exclusively* only from stripe groups that have the matching affinity.

The caller can also specify that the extent information be loaded into the client extent mapping tables. This eliminates a subsequent trip to the FSM to retrieve extent information for the range mapped by this call.

All byte sizes and offsets are rounded up to the nearest file system block size. The call returns the actual allocated size and offset.

**CvApi\_AllocSpace** has been deprecated and will be removed in a future release. Use the **CvApi\_VerifyAlloc** function instead.

## Structure

```
typedef struct _AllocSpaceReq {
    uint64_taq_size;
    uint64_taq_offset;
    uint64_taq_affinitykey;

    uint32_taq_flags;
    #define ALLOC_OFFSETzx01
    #define ALLOC_LOAD_EXT0x02
    #define ALLOC_STRIPE_ALIGN0x04
    #define ALLOC_AFFINITY0x08
    #define ALLOC_KEEPSIZE0x10
    #define ALLOC_PERFECTFIT0x20
    #define ALLOC_SETSIZE0x40

    uint32_taq_pad1;
} AllocSpaceReq_t;

typedef struct _AllocSpaceReply {
    uint64_tar_size;
    uint64_tar_offset;
} AllocSpaceReply_t;
```

## UNIX ioctl structure:

```
typedef union _allocspacereqreply {
    AllocSpaceReq_treq;
    AllocSpaceReply_treply
} AllocSpaceReqReply_t;
```

## reQuest Fields

**aq\_size** Size in bytes to allocate. Must not be zero. If not a multiple of the file system block size, it is rounded up to the nearest file system block size.

**aq\_offset** If `ALLOC_OFFSET` is set, the `aq_size` bytes (rounded up to the nearest file system block size) is allocated starting at file byte offset `aq_offset` (rounded up to the nearest file system block size).

If `ALLOC_OFFSET` is clear, the offset is ignored when allocating space. The space is allocated at the end of the file.

`aq_affinitykey` 64 bit affinity “key” identifying the affinity for the allocation. Valid only if `ALLOC_AFFINITY` is set. This forces the space to be allocated exclusively from stripe groups with a matching affinity key.

`aq_flags` Control Flags:

`ALLOC_OFFSETaq_offset` is valid.

`ALLOC_LOAD_EXT` Load the extent struct mapping on the client and add it to the client file system. Note: in case where multiple extents are allocated, only the first extent is loaded.

`ALLOC_STRIPE_ALIGN` Allocate space starting at a stripe boundary.

`ALLOC_AFFINITYaq_affinitykey` is valid.

`ALLOC_KEEPSIZE` Do not update the size of the file, even if extending it.

`ALLOC_PERFECTFIT` Follow the ‘perfect fit’ rules for allocation.

`ALLOC_SETSIZE` Update the file size, and broadcast the size change to other clients. The default is to only broadcast the new number of blocks and the fact the extent list has changed (which causes clients to flush their extent lists).

## Reply Fields

`ar_size` Actual size of the allocation that was attempted.

`ar_offset` File relative offset of allocated space.

## Error Returns

`VOP_ENOSPC` Insufficient space in the file system to satisfy the request.

`VOP_EINVAL` Invalid affinity key.

`VOP_EXISTS` An allocation already exists that maps some or all of the specified offset and length.

---

## **CvApi\_GetPerfectFitStatus**

---

This API determines whether a file has been marked for PerfectFit allocations.

### Handle

Handle for the file being queried.

### Notes

This API is used by the `snfsdefrag` application to ensure that files with PerfectFit allocations continue to have PerfectFit allocations after the files are defragmented.

### Structure

```
typedef struct _GetPerfectFitStatusReply {
    uint32_t    pr_status;
    uint32_t    pr_pad1;
} GetPerfectFitStatusReply_t;
```

### UNIX ioctl structure:

None. Use `GetPerfectFitStatusReply_t` directly.

### Reply Fields:

`pr_status`If 1, the file has the PerfectFit bit set. If 0, the file does not.

### Error Returns

`VOP_ENOENT`The file doesn't exist.

`VOP_EINVAL`The file is not a "regular" file.

Other Communications failure with the FSM.

---

## **CvApi\_PunchHole**

---

This API punches a hole in the file.

## Handle

Target file.

## Notes

This call punches a hole in the file, adjusting the allocation map of the file to indicate that no data blocks are allocated for the indicated range. The granularity of access is the file system block size. The byte offsets are rounded down to the beginning of the block containing the specified byte offset. The actual offsets used are returned; the starting offset will always be file system block aligned.

If zero is specified as the ending offset, a hole is punched to the end of the file.

## Structure

```
typedef struct _PunchHoleReq {
    uint64_tpq_start;
    uint64_tpq_end;    /* Inclusive */
} PunchHoleReq_t;
```

```
typedef struct _PunchHoleReply {
    uint64_tpr_start;
    uint64_tpr_end;
    uint64_tpr_nblocks;
    uint64_tpr_blksfreed;
} PunchHoleReply_t;
```

### UNIX *ioctl* structure:

```
typedef union _punchholereqrep {
    PunchHoleReq_treq;
    PunchHoleReply_treply;
} PunchHoleReqReply_t;
```

## reQuest fields

pq\_start Starting byte offset of hole.

pq\_end Inclusive ending byte offset. A value of zero means punch to EOF.



## Reply Fields

`pr_start` Starting byte offset where hole was created.

`pr_end` Inclusive ending byte offset where hole was created.

`pr_nblocks` Number of blocks currently allocated to the file.

`pr_blksfreed` Number of blocks freed.

---

## **CvApi\_SetFileSize**

---

This API sets the size of a file without zeroing pre-allocated data.

## Handle

Target file.

## Notes

The effect of this call is very similar to making the `ftruncate(2)` system call, except that when the file size is being extended, any existing blocks between the old EOF and the new EOF are not zeroed regardless of whether the SNFS “sparse” mount option is enabled or not.

`CvApi_SetFileSize` is not currently supported on the Apple Xsan clients.

## Structure

```
typedef struct _setfilesizereq {
    uint64_t sq_size;
} SetFileSizeReq_t;
```

No reply structure

### UNIX *ioctl* structure.

None. Use `SetFileSizeReq_t` directly.

## reQuest Fields

`sq_size` New file size.

## Error Returns

VOP\_EFAULTBad buffer offset.

VOP\_EPERMFile is not writable by the caller.

VOP\_EPERMThe user is not superuser and the “protect alloc” mount option is enabled.

Other Communications failure with the FSM.

---

## CvAPI\_VerifyAlloc

---

This API allocates blocks within a file at the given offset.

## Handle

The target file.

## Notes

This call allocates all extents needed to fill the given range within a file. If any portion of the given range is already allocated, that portion is skipped. All additional space needed to form a completely allocated range is then filled in and a successful return status is set. If the given range is completely allocated, no allocations will be done and a successful status will be returned.

In order to ensure that only the requested allocation and no more is provided, use the ALLOC\_NOMORETHAN flag. If this flag is not used the allocation might be rounded to optimize allocations.

In the case of an allocation failure, no space will be allocated and an error will be returned.

CvAPI\_VerifyAlloc does not modify the file's size.

## Structure

```
typedef struct _VerifyAllocReq {  
    uint64_tvq_size;  
  
    uint64_tvq_offset;  
  
    uint32_tvq_flags;
```

```
#define ALLOC_STRIPE_ALIGN0x04
#define ALLOC_NOMORETHAN0x20

    uint32_tvq_pad1;

} VerifyAllocReq_t;
```

No reply structure

#### Unix ioctl structure:

None. Use VerifyAllocReq\_t directly.

#### reQuest Fields

vq\_size Size, in bytes, of the allocation request.

vq\_offsetOffset, in bytes, of the start of the allocation range.

vq\_flagsFlags to affect allocation behavior.

#### Error Returns

VOP\_ENOSPC Not enough free space from which to allocate.

---

**Note:** This error is returned for files on both managed and unmanaged file systems and does not trigger emergency truncation on the StorNext Storage Manager.

---

VOP\_EINVALInvalid arguments.

Other Communications failure with the FSM.

## Quality of Service and Real Time I/O APIs

This section describes the file system APIs that pertain to quality of service and real time IO.

---

## **CvApi\_DisableRtio**

---

This API disables (clears) the file's real-time attribute, making all further I/Os gated (if the stripe group is still in real-time mode).

### **Handle**

Target file.

### **Notes**

Files are also ungated by closing.

### **Structure**

None.

---

## **CvApi\_EnableRtio**

---

This API puts a file handle into real time (ungated) mode.

### **Handle**

Target file.

### **Notes**

Ungated file handles are allowed full, unfettered (ungated) access to the SAN. Handles remain ungated until explicitly disabled or closed.

It is important to note that gating occurs on a handle basis, not a file basis. It is therefore possible for multiple threads with multiple handles to be sharing a file, and for some of them to receive ungated (real time) access, while the remainder is gated.

It is not necessary to explicitly enable RTIO on a handle via this call if the handle refers to a regular file and the handle was specified in the call to CvApi\_SetRtio.

## Structure

Optional: If the `RtReq_t` structure is provided as an argument, the `rq_flags` field is queried to determine if extents should be pre-loaded. See `CvApi_SetRtio` for more information.

## Reply Fields

`pr_extent` Extent information for the target offset.

`pr_breadth` Stripe breadth. This is the amount of data written on each disk.

`pr_depth` Stripe depth. This is the number of disks in a stripe.

`pr_voloffset` Amount to skip in basic blocks from start of volume (size of disk label info).

`pr_blkoffset` Device block offset from beginning of disk.

`pr_edev` Unit object pointer. Fairly useless outside of the kernel.

---

## CvApi\_GetRtio

---

This API retrieves the real time parameters for a stripe group.

## Handle

Any file in the file system.

## Notes

This API returns the real time parameters for a stripe group. The parameters are in I/Os/sec.

## Structure

This uses the `RtReq_t` structure with the `RT_GET` flag to request the real-time parameters for a stripe group.

```
typedef struct _rtqueryreply {  
    uint32_t  rrq_sgid;  
    uint32_t  rrq_pad;  
  
    int32_t   rrq_limit;
```

```
int32_t  rrq_cur;

int32_t  rrq_nrtio_hint;
uint32_t rrq_nrtio_clients;
} RtQueryReply_t;
```

### UNIX ioctl structure

```
typedef union rtqueryreqrep {
    RtReq_t req;
    RtQueryReply_t reply;
} RtQueryReqReply_t;
```

### reQuest Fields

See SETRTIO

### Reply Fields

rrq\_sgidStripe group number.

rrq\_limitConfigured real time I/O limit, in I/Os/sec.

rrq\_cur Current amount of real time I/O committed to clients.

rrq\_nrtio\_hintAmount of non-real time I/O a client is most likely to obtain when requesting a non-real time I/O token.

rrq\_nrtio\_clientsNumber of clients with outstanding non-real time I/O tokens.

---

## CvApi\_GetRtio\_V3

---

This API retrieves the real time (rtio) and non-real time reservation (rvio) parameters for a stripe group.

### Handle

Any file in the file system.

### Notes

This API returns the real time and non-real time reservation (rvio) parameters for a stripe group. The parameters are in I/Os/sec. This API is

intended to replace `CvApi_GetRtio` for StorNext releases since 3.5.0 which support the `rvio` feature.

## Structure

This uses the `RtReq_t` structure with the `RT_GET` flag to request the real time parameters for a stripe group. `rrq_sgid` in `RtReq_t` is set to the stripe group ordinal number.

```
typedef struct _rtqueryreply_v3 {
    uint32_t    rrq_sgid;
    uint32_t    rrq_state;
    #define RT_STATE_NONREALTIME 0x01
    #define RT_STATE_REALTIME 0x02
    #define RT_STATE_REQUEST 0x04
    #define RT_STATE_TIMEOUT 0x10
    #define RT_STATE_ALL_UNGATED 0x20
    int32_t    rrq_limit;
    int32_t    rrq_rtiocur;
    int32_t    rrq_rviocur;
    int32_t    rrq_rvioreq;
    int32_t    rrq_nrtio_hint;
    uint32_t    rrq_nrtio_clients;
    uint32_t    rrq_rvio_clients;
} RtQueryReply_v3_t;
```

## UNIX ioctl structure

```
typedef union rtqueryreqrep {
    RtReq_t req;
    RtQueryReply_t reply;
    RtQueryReply_t reply_v3;
} RtQueryReqReply_t;
```

## reQuest Fields

See `SETRTIO`

## Reply Fields

`rrq_sgid` Stripe group ordinal number.

`rrq_state` The state of real time state machine.

`rrq_limit` Configured real time I/O limit, in I/Os/sec.

`rrq_rtiocur` Current amount of real time I/Os committed to clients.

`rrq_rviocur` Current amount of non-real time reservation I/Os (rvio) committed to clients.

`rrq_rviorreq` Current amount of non-real time reservation I/Os (rvio) requested from clients.

`rrq_nrtio_hint` Amount of non-real time I/O a client is most likely to obtain when requesting a non-real time I/O token.

`rrq_nrtio_clients` Number of clients with outstanding non-real time I/O tokens.

`rrq_rvio_clients` Number of clients that have requested non-real time reservation IOs.

---

## **CvApi\_QosClientStats**

---

This API gets the QOS statistics for all connected clients.

### **Handle**

Target file.

### **Notes**

This call obtains the amount of real time and non-real time currently allocated for each client in the SAN.

The number of client connections the FSM can support is fixed by the configuration file. To retrieve the number of client connections available, the caller should first specify zero as the maximum number of clients. This returns the size of the connection table on the FSM. The caller can then allocate an array large enough to hold the QOS information for all clients, and pass the array in a second call.

### **Structure**

Following is the structure that returns information about each connected client. For QOS purposes, only clients that have the `QSTAT_CLIENT` flag set will have any valid QOS information. The



QSTAT\_VALID flag means the entry in the connection table is valid, and the QSTAT\_ADM flag means the connection is an “administrative tap.”

```
typedef struct rtclientstat {
    uint32_t  c_ipaddr;
    uint32_t  c_rtios;
    uint32_t  c_nonrtios;
    uint32_t  c_flags;
    #define QSTAT_VALID0x1/* entry valid */
    #define QSTAT_ADM0x2 /* adm connection */
    #define QSTAT_CLIENT0x4/* client connection */
} RtClientStat_t;

typedef struct _rtclientstatreq {
    uint32_t      cq_nclients;
    uint32_t      cq_sg;
    CvUserAddr_t  cq_buf; /* RtClientStat_t */
} RtClientStatReq_t;

typedef struct _rtclientstatreply {
    uint32_tcr_maxclients;/* max entries on fsm */
    uint32_tcr_pad;
} RtClientStatReply_t;

typedef union rtclientstatreqrep {
    RtClientStatReq_t req;
    RtClientStatReply_t reply;
} RtClientStatReqReply_t;
```

### reQuest Fields

**cq\_nclients** Number of RtClientStat\_t entries in the .cq\_buf field. If this field is zero, then the call will return the max number of clients in the FSM connection table. This information can be used on subsequent calls to size the request buffer.

**cq\_sg** Stripe group to query.

**cq\_buf** Address of RtClientStat\_t buffer where information will be deposited.

## Reply Fields

`cr_maxclients` Maximum number of entries in the FSM connection table. Callers can use this information to size their buffer to the largest possible size.

## Error Returns

`VOP_EFAULT` Bad buffer offset.

Other Communications failure with the FSM.

---

## `CvApi_QosClientStats_v3`

This API gets the QOS statistics, including `rtio`, `rvio` and `non-rtio`, for all connected clients.

## Handle

Target file.

## Notes

This call obtains the real time and non-real time parameters for each client in the SAN.

This API is intended to replace API `CvApi_QosClientStats` for StorNext releases since 3.5.0 which support the `rvio` feature.

The maximum number of client connections the FSM can support is fixed by the configuration file. To retrieve the number of client connections available, the caller should first specify zero as the maximum number of clients. This returns the size of the connection table on the FSM. The caller can then allocate an array large enough to hold the QOS information for all clients, and pass the array in a second call.

## Structure

Following is the structure that returns information about each connected client. For QOS purposes, only clients that have the `QSTAT_CLIENT` flag set will have any valid QOS information. The

QSTAT\_VALID flag means the entry in the connection table is valid, and the QSTAT\_ADM flag means the connection is an "administrative tap."

```
typedef struct rtclientstat_v3 {
    uint32_t c_ipaddr;
    uint32_t c_rtios;
    uint32_t c_nonrtios;
    uint32_t c_rvios_req;
    uint32_t c_flags;
} RtClientStat_v3_t;

typedef struct _rtclientstatreq {
    uint32_t cq_nclients;
    uint32_t cq_sg;
    CvUserAddr_t cq_buf; /* RtClientStat_t */
} RtClientStatReq_t;

typedef struct _rtclientstatreply {
    uint32_t cr_maxclients; /* max entries on fsm */
    uint32_t cr_pad;
} RtClientStatReply_t;
```

### UNIX ioctl structure

```
typedef union rtclientstatreqrep {
    RtClientStatReq_t req;
    RtClientStatReply_t reply;
} RtClientStatReqReply_t;
```

### reQuest Fields

**cq\_nclients** Number of RtClientStat\_t entries in the .cq\_buf field. If this field is zero, the call will return the maximum number of clients in the FSM connection table. This information can be used on subsequent calls to size the request buffer.

**cq\_sg** Stripe group to query.

**cq\_buf** Address of RtClientStat\_v3\_t buffer where information will be deposited.

## Reply Fields

`cr_maxclients` Maximum number of entries in the FSM connection table. Callers can use this information to size their buffer to the largest possible size.

## Error Returns

`VOP_EFAULT` Bad buffer offset.

Other Communications failure with the FSM.

---

## `CvApi_SetRtio`

---

This API requests real time IO on an individual stripe group or file. See also the Platform Dependencies section for this API.

## Handle

Root directory. Affects all files on stripe group.

or

Handle to target file. Affects only specific target handle/file descriptor.

## Notes

This call enables real time and non-real time parameters on a stripe group basis. RTIO is on an individual stripe group, not file system basis, since stripe groups can have very different access characteristics and can be used for very different file types (for example, audio versus video).

The caller specifies the maximum number of IOs per second or MB/sec. that they expect to utilize on the stripe group. Either one, but not both, may be specified. The number of IOs per second can be converted into MB/sec. by dividing the MB/sec. rate by the block size, stripe width, and stripe depth.

For example: Given an 8 disk stripe group with a *StripeBreadth* of 16 and an *FsBlockSize* of 4k, a requested rate of 50 MB/sec. would be  $(50\text{mb/sec.} * 1024\text{k}) / (8 * 16 * 4\text{k}) = 100/\text{sec.}$

The FSM may grant some amount less than requested unless the `RT_MUST` flag is set.

Once the FSM has returned a non-zero value in the reply structure, the partition group is in real-time mode. If the caller chooses to not accept the values returned by the FSM, it is the caller's responsibility to disable RTIO on the stripe group.

If the handle/file descriptor is the handle to the root of the file system ("V"), the call affects all files on the designated stripe group. Closing the root handle will not disable RTIO on the stripe group. It must be implicitly cleared by specifying zero in either the `rq_rtios` or the `rq_rtmb` fields and setting the `RT_CLEAR` flag.

Setting the `RT_CLEAR` flag with a non-zero value in either `rq_rtios` or `rq_rtmb` only releases the amount specified; specifying zero in those fields completely disables real time IO on the stripe group.

If the handle/file descriptor is for a regular file in the stripe group, the call has slightly different semantics. Using a target handle is equivalent to specifying RTIO on the root directory, followed by a call to put the handle into real time mode (`CvApi_EnableRtio`). All other non-real time IO handles on the stripe group will be gated, as when specifying RTIO on the root directory. RTIO will be disabled when the handle is closed, either explicitly or implicitly, and the bandwidth returned to the system.

---

**Note:** If a file is opened with multiple handles, each specifying a different amount of real time IO, the RTIO be released only when the last handle has been closed. No RTIO will be released until the last handle has been closed.

---

The mode of specifying a target file allows non-cooperating applications to request differing amounts of real time IO on the same stripe group. Upon successful return from the call, the target handle is in real time (ungated) mode; no further calls need be made. All accesses to other non-real time handles will be gated. The additional semantic difference is that RTIO is returned to the system when the handle is closed.

If the handle/file descriptor is for a regular file and the `RT_NOLOAD` flag is not set, all extents for the file are preloaded into the file system. This cuts down on cold-start overhead. However, if the file has many extents, this operation can take a long time to complete.

For both modes, if the FSM is rebooted or is reset, the client file system will attempt to re-negotiate the real time IO requirements with the FSM. This may introduce a period of instability. It may not be possible to guarantee the same bandwidth requests as before, due to request ordering during the recovery period. If the same amount of real-time

bandwidth cannot be obtained during recovery processing, the next access to a handle that is real time mode will fail and an event will be logged in the system log.

If the handle/file descriptor is for the root of the file system and the RT\_ABSOLUTE flag is set, the system adjusts the amount of currently allocated RTIO to bring it in line with the request. This is useful for systems that are continually adjusting the amount of RTIO available based on external criteria (such as a video stream bit rate).

---

**Note:** The following extent crossing functionality will be implemented in a future release.

---

File-based RTIO encompasses the entire file. Since the file can have multiple extents, it is possible that it will cross stripe groups. If the RT\_SEQ bit is set in `rq_flags` field, the client FSD assumes that access will be sequential through the file. The client FSD ensures that when crossing from one stripe group to the next, the new stripe group is put into the appropriate real time mode before any access occurs. The real time requirements of the previous stripe group will be released.

## Structure

```
typedef struct _rtreq {
    union {
        int32_t ru_rtios;    /* ios per sec */
        int32_t ru_rtmb;    /* mb per sec */
    } rq_un;

    #define rq_rtiosrq_un.ru_rtios
    #define rq_rtmb rq_un.ru_rtmb

    uint32_t    rq_flags;
    #define RT_I00x01    /* r_rtios valid */
    #define RT_MB0x02    /* r_rtmb valid */
    #define RT_CLEAR0x04 /* clear RT */
    #define RT_SET0x08   /* set RT */
    #define RT_MUST0x10  /* fail if can't satisfy */
    #define RT_SEQ0x20   /* sequential IO */
    #define RT_GET0x40   /* get rt params */
    #define RT_NOGATE0x80 /* ungated IO */
    #define RT_NOLOAD0x100 /* don't load extents */
}
```

```

#define RT_ABSOLUTE 0x200 /* absolute req not incr
*/

uint32_t    rq_sgid; /* stripe group ID */

} RtReq_t;

typedef struct _rtreply {
    union {
        int32_t ru_rtios;    /* ios per sec */
        int32_t ru_rtmb;    /* mb per sec */
    } rr_un;

#define rr_rtiorr_un.ru_rtios
#define rr_rtmbrr_un.ru_rtmb

uint32_t    rr_flags;
#define RT_I00x01    /* r_rtios valid */
#define RT_MB0x02    /* r_rtmb valid */
uint32_t    rr_pad1;
} RtReply;

```

### UNIX ioctl structure

```

typedef union rtreqrep {
    RtReq_t req;
    RtReply_t reply;
} RtReqReply_t;

```

### reQuest Fields

rq\_rtios Requested real time I/Os per sec. Valid only if RT\_IO is set.  
RT\_MB may not also be set.

rq\_rtmb Requested megabytes per sec. Valid only if RT\_MB is set.  
RT\_IO may not also be set.

rq\_flags Control flags

RT\_IO rr\_rtios is valid.

RT\_MB rr\_rtmb is valid.

RT\_CLEAR Clear real time from stripegroup. Either RT\_CLEAR or  
RT\_SET must be set.

**RT\_SET** Set real time parameters for stripegroup.

**RT\_MUST** Fail the request if the requested amount can't be satisfied.  
This prevents the FSM from returning a lesser value than what was requested.

**RT\_SEQ** The application will be performing sequential I/O and the client FSD should handle crossing of stripe groups. (This functionality will be implemented in a future release.)

**RT\_NOGATE** If **RT\_SET** is specified put the handle into ungated mode. In this mode, the I/O using this handle consumes no RTIO and is not gated. If **RT\_CLEAR** is specified, the handle is removed from this mode.

**RT\_NOLOAD** Do not pre-load extents for the file.

**RT\_ABSOLUTE** The amount specified in the `rq_rtios` field is an *absolute* value for the stripe group specified in `rq_sgid`. The system adjusts the request depending on the current state of the stripe group and the current amount of RTIO already allocated. This flag is only valid when used on the root directory (that is, not on a regular file).

`rq_sgid` Stripe group ordinal, identifying stripe group. See the API for retrieving the stripe group name to match names with ordinals.

## Reply Fields

`rr_rtios` Allowed real time I/Os per second. Valid only if **RT\_IO** is set. May be less than or greater than the amount requested if **RT\_MUST** flag is clear.

`rr_rtmb` Allowed real time MB per second. Valid only if **RT\_MB** is set. May be less than or greater than the amount requested if **RT\_MUST** flag is clear.

## Platform Dependencies

If the same file is shared in real time and non-real time mode on a Unix platform (that is, anything other than NT4, Win2k, or XP), the caller must use the `fcntl(2)` system call to differentiate between the real time and non-real time accesses. This is because UNIX platforms do not



typically export file descriptor flags down to the file system. The value to use is different, depending on the platform. On Irix and Solaris, the caller must do a `fcntl (fd, F_SETFL, O_SYNC)` to identify the real time file descriptor.

---

**Note:** The file system cannot distinguish between the use of `O_SYNC` for identifying real time file descriptors and its use for specifying synchronous writes. Therefore, on Irix and Solaris platforms, when a file is opened `O_SYNC` (or if the `O_SYNC` is set on the file via `fcntl`), all writes will be synchronous and all I/O performed on the file will be non-gated.

---

On Linux, the caller must do a `fcntl (fd, F_SETFL, O_NONBLOCK)`. All other file descriptors will be gated.

---

## File System Configuration and Location Management APIs

These APIs are used primarily for reporting purposes and provide details on file parameters as well as configuration of the underlying disk volumes that make up a StorNext file system.

---

### CvApi\_GetAffinity

---

This API gets the affinity for a file.

#### Handle

Target file.

#### Notes

Affinities can direct allocations to specific stripe groups. This call will return the current affinity for the file.

## Structure

No request structure  
typedef struct getaffinityreply {  
    uint64\_tar\_affinity;  
} GetAffinityReply\_t;

### UNIX ioctl structure.

None. Use GetAffinityReply\_t directly.

## Reply Fields

ar\_affinityCurrent affinity identifier for file.

---

## CvApi\_GetExtList

---

This API gets the list of extents for a file.

## Handle

Target file.

## Notes

This call does not load the extents in the client file system extent map for a file. It returns as many extents as it can in a single call directly from the FSM.

This is an iterative call. It is the responsibility of the caller to allocate any free buffers. Since there may be many extents for a file, the caller can iterate over the list, specifying a different starting offset in gq\_startfrbase. When there are no more extents available the call returns the platform equivalent of ENOENT.

The caller must allocate the buffer for the reply data, and initialize the gq\_buf field to point to it. The buffer should be aligned on a minimum of an 8 byte boundary.

## Structure

```
typedef struct _cvexternalextent {  
    uint64_tex_frbase;    /* file relative offset */
```

```
        uint64_tex_base;        /* fs starting offset */
        uint64_tex_end;        /* fs ending offset, inclusive*/
        uint32_tex_sg;        /* stripe group number */
        uint32_tex_depth;    /* sg depth for this extent */
        uint32_tex_pad1;

} CvExternalExtent_t;

typedef struct _getextlistreq {
    uint64_t gq_startfrbase;
    uint32_t gq_numbufs;
    uint32_t gq_pad1;
    void      *qb_buf;
} GetExtListReq_t;

typedef struct _getextlistreply {
    uint32_t      gr_numreturned;
    uint32_t      gr_pad;
} GetExtListReply_t;
```

### UNIX ioctl structure

```
typedef union _getextlistreqrep {
    GetExtListReq_t req;
    GetExtListReply_t reply;
} GetExtListReqReply_t;
```

### Fields, CvExternalExtent\_t

**ex\_frbase** File relative starting byte offset. This offset can be anywhere in the extent; it does not have to correspond exactly to the starting offset of an extent. Any extent that contains **ex\_frbase** will be returned.

**ex\_base** File system starting byte offset.

**ex\_end** File system ending byte, inclusive. Since this byte offset is inclusive and specifies the last valid byte in the extent, this value will not be a multiple of the file system block size. To obtain the next extent, add one to **e\_end** for the starting offset of the next extent.

**ex\_sg** ID of stripe group.

`ex_depth` Depth of stripe group for this extent. Stripe groups can grow and shrink dynamically, so the depth of the extent may not match the current depth of the stripe group.

### request Fields

`gq_startfrbase` Starting file relative byte offset.

`gq_numbufs` Number of `CvExtent_t` sized buffers in response.

`gq_buf` User allocated buffer where the call will place an array of `CvExternalExtent_t` structs.

### Reply Fields

`gr_numreturned` Number of `CvExternalExtent_t` elements in `gq_buf`.

### Error Returns

`VOP_ENOENT` No more entries available.

`VOP_EFAULT` Buffer is invalid.

`VOP_EINVAL` Invalid starting offset. The extent list has probably changed.

---

## `CvApi_GetPhysLoc`

---

This API determines the physical location of any byte offset in a file.

### Handle

Target file.

### Notes

This call returns extent information about the target offset, as well as the location in the file system and on the target disk.

All offsets are rounded up to the nearest file system block size. All values are specified in bytes.

## Structure

```
typedef struct _physlocreq {
    uint64_tpq_offset;
} PhysLocReq_t;

typedef struct _physlocreply {
    CvExtentpr_extent;

    uint64_tpr_breadth;
    uint64_tpr_depth;

    uint64_tpr_voloffset; /* VolHder sz in bytes */
    uint64_tpr_blkoffset; /* Block offset in bytes */

    uint32_tpr_eDEV;
    uint32_tpr_pad1;
} PhysLocReply_t;
```

Unix ioctl structure

```
typedef union _phylocreqreply {
    PhysLocReq_treq;
    PhysLocReply_treply;
} PhysLocReqReply_t;
```

## reQuest Fields

pq\_offsetDesired byte offset.

## Reply Fields

pr\_extentExtent information for the target offset.

pr\_breadthStripe breadth. This is the amount of data written on each disk.

pr\_depthStripe depth. This is the number of disks in a stripe.

pr\_voloffsetAmount to skip in basic blocks from start of volume (size of disk label info).

pr\_blkoffsetDevice block offset from beginning of disk.

pr\_edevUnit object pointer. Fairly useless outside of the kernel.

---

## CvApi\_GetSgInfo

---

This API gets the parameters associated with a stripe group.

### Handle

Any, but usually handle to root directory.

### Notes

This call retrieves all the kernel states associated with the specified stripe group, including the affinity identifiers.

This call is local to the client and only queries the information on partition groups that are valid on the client. If a stripe group is not being accessed by the client and is therefore not currently active on the client, then the call cannot return information about the stripe group. It will return ENOENT.

### Structure

```
#define SG_NAMELEN 256

typedef struct _sginforeq {
    uint32_t sqi_id;
    uint32_t sqi_pad0;
    CvUserAddr_t sqi_keys;
    CvUserAddr_t sqi_keycnt;
} SgInfoReq_t;

typedef struct _sginforeply {
    uint64_t sri_totblks;
    uint64_t sri_freeblks;

    uint32_t sri_breadth;
    uint32_t sri_depth;

    uint32_t sri_flags;
    #define SG_PART_VALID 0x1
    #define SG_PART_ONLINE 0x2
    #define SG_PART_METADATA 0x4
```

```
        #define SG_PART_JOURNAL 0x8
        #define SG_PART_EXCLUSIVE 0x10
uint32_t sri_bsize;

char      sri_name[SG_NAMELEN];

} SgInfoReply_t;
```

### UNIX ioctl structure:

```
typedef union _sginfoqrep {
    SgInfoReq_t req;
    SgInfoReply_t reply;
} SgInfoReqReply_t;
```

### reQuest Fields

**sqi\_id** ID of stripe group to search for.

**sqi\_keys**A user supplied uint64\_t array to be filled with affinity identifiers. If sqi\_keys is NULL, no identifiers will be returned.

**sqi\_keycnt**Pointer to a uint32\_t. On input, this integer should be the maximum number of affinity identifiers to be returned (i.e. the size of the array sqi\_keys). On output, the integer will contain the number of indentifiers actually returned. If sqi\_keycnt is NULL, no keys will be returned.

### Reply Fields

**sri\_totblks**Total blocks on stripe group.

**sri\_freeblks**Free blocks available on stripe group.

**sri\_breadth**Stripe breadth in file system blocks (number of blocks written to each disk in a single chunk).

**sri\_depth**Stripe breadth (number of disks in stripe group).

**sri\_flags**State flags

**SG\_PART\_ONLINE**Stripe group is valid and online.

**SG\_PART\_VALID**Stripe group is valid; may be offline.

**SG\_PART\_METADATA**Stripe group is used for metadata.

SG\_PART\_JOURNALStripe group is used for journal.

SG\_PART\_EXCLUSIVStripe group is exclusive.

SG\_PART\_WRITABLEStripe group is writable.

sri\_bsizeBlock size for stripe group.

sri\_name Name of stripe group.

### Error Returns

VOP\_ENOENTNo more entries available.

VOP\_EFAULTBuffer is invalid.

VOP\_E2BIGStripe group has more affinity IDs than the user-supplied sqi\_keycnt.

---

## CvApi\_GetSgName

---

This API gets the ASCII name for a stripe group or the ordinal for a specified ASCII name.

### Handle

Any, but usually handle to root directory.

### Notes

Many of the requests use an ordinal to identify a stripe group. This API converts an ordinal into its user-visible name. In this manner, a user can iterate through the stripe groups and match up the names in the FSM configuration file with the current ordinal. The names returned will match the [StripeGroup xxx] directive in the FSM config file. The call returns the name of the stripe group matching the ordinal specified in the sq\_id field, or the ordinal of the stripe group with the matching name in sq\_name .

This call is local to the client, and only queries the information on partition groups that are valid on the client. If a stripe group is not being accessed by the client and is therefore not currently active on the client, the call cannot return information about the stripe group. It will return ENOENT.



Each stripe group name is 256 bytes long, including NULL. This is the minimum buffer size. Buffers that are shorter than the minimum will result in an exception, returning EFAULT.

When there are no more entries available, the call returns ENOENT. If no stripe group corresponds to the specified ordinal, it means that the list changed between calls, and the call returns EINVAL.

## Structure

```
#define SG_NAMELEN256

typedef struct _sgnamereq {

    uint32_tsq_flags;
    #define SG_GETNAME1
    #define SG_GETNUM2

    uint32_tsq_pad1;

    union {
        uint32_tsqu_id;
        charsqu_buf[SG_NAMELEN];
    } sq_un;

} SgNameReq_t;

#define sq_idsq_un.squ_id
#define sq_namesq_un.squ_buf

typedef struct _sgnamereply {
    union {
        uint32_tsru_id;
        charsru_buf[SG_NAMELEN];
    } sr_un;

} SgNameReply_t;
```

## UNIX ioctl structure

```
typedef union _sgnamereqrep {
    SgNameReq_treq;
    SgNameReply_treply
} SgNameReqReply_t;
```

### reQuest Fields

sg\_flags If SG\_GETNAME is set, sq\_id contains the ordinal of the stripe group to search for. If SG\_GETNUM is set, then sq\_name contains the ASCII name of the stripe group to search for.

sr\_un.sru\_id ID of stripe group to search for.

sr\_un.sru\_buf Name of stripe group to search for.

### Reply Fields

sr\_un.sru\_buf Buffer with name of stripe group.

sr\_un.sru\_id Ordinal of stripe group.

### Error Returns

VOP\_ENOENT No more entries available.

VOP\_EFAULT Buffer is invalid.

VOP\_EINVAL Invalid stripe group ordinal.

---

## CvApi\_SetAffinity

---

This API sets the affinity for a file.

### Handle

Target file.

---

**Note:** Affinities can direct allocations to specific stripe groups. This call sets the current affinity for the file and affects all future allocations.

---

### Structure

```
typedef struct setaffinityreq {  
    uint64_tsq_affinity;  
} SetAffinityReq_t;
```

No reply structure

UNIX *ioctl* structure.

None. Use `SetAffinityReq_t` directly.

### Request Fields

`sq_affinity` Affinity identifier for file>

---

## Access Management APIs

These APIs allow you to control concurrent file operations and quotas, and they provide additional reporting utilities.

---

### `CvApi_ClearConcWrite`

---

This API disables concurrent writes to a file.

#### Handle

Target file.

#### Notes

This API disables concurrent writes for all users of the file. This works on a file, not handle basis.

#### Structure

None.

---

### `CvApi_ClearRdHoleFail`

---

This API causes reads from a hole in the file to return zero (default behavior).

## Handle

Target file.

## Notes

This restores the default behavior of returning zero for a read from non-allocated space in a file.

## Structure

None.

---

## CvApi\_CvFstat

---

This API gets the UNIX-like stat struct from a file.

## Handle

Target file.

## Notes

This call performs much the same as the UNIX stat(2) call. See also CvApi\_StatPlus.

## Structure

No request structure.

```
typedef struct _statreply {  
    int32_t sr_dev;  
    uint32_t sr_mode;  
  
    uint64_t sr_ino;  
  
    uint64_t sr_size;  
  
    uint64_t sr_nblocks;  
  
    int32_t sr_nlink;  
    uint32_t sr_bsize;
```

```
        int32_t sr_uid;  
        int32_t sr_gid;  
  
        int32_t sr_rdev;  
        int32_t sr_atim;  
  
        int32_t sr_mtim;  
        int32_t sr_ctim;  
    } StatReply_t;
```

**UNIX *ioctl* structure:**

None. Use StatReply\_t directly.

**Reply Fields:**

sr\_dev Device identifier, unique per mounted file system.

sr\_mode Unix mode.

sr\_ino File handle, unique per file system.

sr\_size Size of file in bytes.

sr\_nblocks Number of “basic” (512 byte) blocks allocated to file.

sr\_nlink Number of links to the file.

sr\_bsize Blocksize of file system.

sr\_uid Unix User Identifier.

sr\_gid Unix Group Identifier.

sr\_rdev Device node for devices. 0 on the file system.

sr\_atim Last access time in seconds since January 1, 1970.

sr\_mtim Last modify time in seconds since January 1, 1970.

sr\_cim Last “change” time in seconds since January 1, 1970.

---

**CvApi\_CvOpenStat**

---

This API retrieves open status on the given file.

## Handle

Target file.

## Notes

This method returns status regarding the open state of a file. These status objects are useful in finding the open state across the cluster. The `os_sharedwrite` and `os_sharedread` bits may be used to indicate whether a file is opened on another client. The `os_opencount` and `os_refcount` values indicate how the local client is using the given file.

## Structure

```
typedef struct _openstatreply {
    uint32_tos_sharedwrite;
    uint32_tos_sharedread;
    uint32_tos_opencount;
    uint32_tos_refcount;
} OpenStatReply_t;
```

---

## **CvApi\_GetDiskInfo**

---

This API gets disk information for a stripe group.

## Handle

Any, but usually handle to root directory.

## Notes

The information returned by this call is somewhat limited. More information may be returned in future releases.

## Structure

```
#define MAXPATHS 4
typedef struct _cvdiskinfo {
    char        di_name[256]; /* CVFS disk name */
    uint32_t    di_nameloc;   /* disk byte offset to disk name */
    uint32_t    di_vhsize;   /* Volume header size */
}
```

```

char    di_serialnum[64]; /* WWN or disk serial number */
uint32_t di_sectorsize; /* disk sector size in bytes */
uint32_t di_npaths; /* number of active paths */
struct di_dev_info {
    char d_bdev[256]; /* block device name */
    char d_rdev[256]; /* character device name */
} di_paths[MAXPATHS];
} CvDiskInfo_t;

```

```

typedef struct _diskinforeq {
    uint32_t sq_sg;
    uint32_t sq_pad0;
    CvUserAddr_tsq_dinfobuf;
    CvUserAddr_tsq_dcant;
} DiskInfoReq_t;

```

No reply structure

#### UNIX ioctl structure.

None. Use DiskInfoReq\_t directly.

#### Fields, CvDiskInfo\_t

di\_nameDisk name. For example, "CvfsDisk\_0".

di\_nameLocDisk offset (in bytes) where the disk name resides.

di\_vhsizeThe size of the disk volume header, in bytes.

di\_serialnumEither the disk's WWN (for fibre-attached devices) or its serial number.

di\_sectorsizeSector size of the disk, in bytes.

di\_npathsNumber of paths to the disk.

di\_pathsA structure containing the block and character device names for active paths to the disk. A single disk may have up to MAXPATHS (4) paths. Therefore, there may be up to 4 block and raw device names for a single disk.

#### reQuest Fields

sq\_id ID of stripe group.

sq\_dinfobufA user supplied CvDiskInfo\_t array to be filled in.

sq\_dcncntPointer to a uint32\_t. On input, this integer should be the maximum number of disk info structures to be returned (that is, the size of the array sq\_dinfoBuf). On output, the integer will contain the number of disk info structures actually returned.

### Error Returns

VOP\_ENOENTsq\_id is not a valid stripe group number.

VOP\_E2BIGThe stripe group contains more disks than the user supplied sq\_dcncnt.

VOP\_EFAULTsq\_dinfoBuf or sq\_dcncnt is an invalid pointer.

---

## CvApi\_GetQuota

---

This API gets the current quota usage and limits for a given user or group.

### Handle

Any, but usually handle to root directory.

### Notes

The source handle may refer to any open file or directory that resides on the file system. It is not necessary that the file be owned by the user or group whose quota values are being queried.

### Structure

```
#define MAX_QUOTA_NAME_LENGTH 256

typedef struct getquotareq {
    uint32_t    gq_type;
                #define QUOTA_TYPE_USER(uint32_t)'U'
                #define QUOTA_TYPE_GROUP(uint32_t)'G'

    uint32_t    gq_pad;
    char        gq_quotaname[MAX_QUOTA_NAME_LENGTH];
} GetQuotaReq_t;
```



```
typedef struct getquotareply {
    uint64_t  gr_hardlimit; /* in bytes */
    uint64_t  gr_softlimit; /* in bytes */
    uint64_t  gr_cursize;   /* in bytes */
    uint32_t  gr_timelimit; /* in minutes */
    uint32_t  gr_timeout;   /* in seconds since January 1,
1970 */
} GetQuotaReply_t;

typedef union _getquotareqreply {
    GetQuotaReq_t   req;
    GetQuotaReply_t reply;
} GetQuotaReqReply_t;
```

### reQuest Fields

**gq\_type** Either QUOTA\_TYPE\_USER or QUOTA\_TYPE\_GROUP.

**gq\_quotaname** The null-terminated name of the user or group whose quota is being queried.

### Reply Fields

**gr\_hardlimit** The hard quota limit in bytes, rounded up to the nearest file system block.

**gr\_softlimit** The soft quota limit in bytes, rounded up.

**gr\_cursize** The current usage in bytes, rounded up.

**gr\_timelimit** When the soft limit is exceeded, the amount of time (in minutes) before the soft limit will be treated as a hard limit.

**gr\_timeout** If the soft quota has been exceeded, **gr\_timeout** will contain the time (in seconds since January 1, 1970) when the soft limit will be treated as a hard limit.

### Error Returns

**VOP\_ENOTSUP** The quota system is not enabled on the FSM and/or client.

**VOP\_INVAL** **gq\_type** is not QUOTA\_TYPE\_USER or QUOTA\_TYPE\_GROUP.\

VOP\_ENOENTqq\_quotaname is not a valid user or group name.

---

## CvApi\_GetVerInfo

---

This API retrieves version information.

### Handle

Any.

### Notes

This returns the version, build, and creation date of the kernel, as well as the version of the external API. Note that since individual calls can be up-revved independently, the version number that is returned may not be the same for all calls.

### Structure

No request structure.

```
#define CVVERINFO_MAX    64

typedef struct _verinfo_reply {
    char        vr_version[CVVERINFO_MAX];
    char        vr_build[CVVERINFO_MAX];
    char        vr_creationdate[CVVERINFO_MAX];
    uint32_tvr_apiversion;
    uint32_tvr_pad1;
} VerInfoReply_t;
```

### Reply Fields

**vr\_version**A string containing the release and build number, such as  
#!@\$ CVFS Client Revision 2.1.1 Build 60 .

**vr\_build**A string containing platform information, such as #!@\$ Built for  
Windows 2000 i386 .

**vr\_creationdate**A string containing the creation date, such as #!@\$  
Created on Thu Dec 19 14:15:53 PST 2010 .

**vr\_apiversion**The current version of the external API.

---

## CvApi\_LoadExtents

---

This API pre-loads a range of extents for a file.

### Handle

Target file.

### Notes

This call requests that the extent information from the FSM be pre-loaded into the file system. This cuts down on first access (cold-start) time. If there are any holes in the file, they will be preserved. No space is allocated by this call.

### Structure

```
typedef struct _LoadExtReq {  
    uint64_t lq_size;  
    uint64_t lq_offset;  
    uint32_t lq_pad1;  
    uint32_t lq_pad2;  
} LoadExtReq_t;
```

### request Fields

**lq\_size** The number of bytes to load. Specifying zero (0) will cause the extents for the entire file to be loaded. If `lq_size + lq_offset` extends beyond the end of the file, extents will be loaded up to the end of the file.

**lq\_offset** Starting offset to begin loading. The offset does not have to be on an existing extent boundary; any offset will suffice.

### Error Returns

**VOP\_EINVAL** Offset is greater than end of file.

**Other** Communications failure with the FSM.

---

## CvApi\_MoveRange

---

This API moves a range of extents from a source file to a target file within the same SNFS file system.

### Structure

```
int  
CvApi_MoveRange(  
    int          f_fd,  
    uint64_t     f_target_ino,  
    uint64_t     f_source_froffset,  
    uint64_t     f_target_froffset,  
    uint64_t     f_length,  
    tmspec_t     f_source_mtime,  
    tmspec_t     f_target_mtime,  
    uint32_t     f_flags,  
    uint64_t     *f_rsvd)
```

### reQuest Fields

**f\_fd:** Source file descriptor.

**f\_target\_ino:** Target file inode which will receive extents from the source. This inode should be acquired by calling `CVApi_CVStat` and using the `sr_ino` field in the returned `StatReply_t` object. The file must be kept open during the API invocation.

---

**Note:** Do not attempt to use the `st_ino` returned by `UNIXstat(2)`, as this will often cause `CvApi_MoveExtents` to fail. Also note, do not use the inode number returned by `CvApi_ExtendedStat` either as this could cause failures.

---

**f\_source\_froffset:** Starting byte offset in the source file. This offset can be anywhere in the file; it does not have to correspond exactly to the starting offset of an extent. However, it must correspond to a multiple of the file system block size and the range must be within EOF or EINVAL will be returned. (See special notes below regarding 'Append Mode'.)

`f_target_froffset`: Starting byte offset in the target file. This offset can be anywhere in the file; it does not have to correspond exactly to the starting offset of an extent. However, it must correspond to a multiple of the file system block size or `EINVAL` will be returned. Overlap with an existing extent on the target will result in the target extent being discarded. (See [Special Rules for Append Mode](#).)

`f_length`: Number of bytes to move. Must correspond to a multiple of the file system block size or `EINVAL` will be returned. The range on the source file must be entirely within EOF or `EINVAL` will be returned. (See [Special Rules for Append Mode](#).)

`f_source_mtime`: This parameter is reserved for future use.

`f_target_mtime`: This parameter is reserved for future use.

`f_flags`: Supported flags only, otherwise `EINVAL` is returned.

```
#define MOVE_RSVD1 0x000000001 /* Invalid - reserved for future */
```

```
#define MOVE_APPEND 0x000000002 /* Append Mode */
```

The Append mode modifier provides a means to coalesce multiple source file fragments to a single target file. Each call to this API will place the source extents at the current EOF on the target file and then move EOF on the target file to account for the added extent space. Every subsequent call, when using append mode must start at exactly EOF on the target file (i.e., `f_target_froffset`).

Also, `f_target_froffset` must be FS block aligned. Therefore, before an append mode invocation you must ensure that the target file EOF is FS block aligned. If it is not, then it is recommended to use the `ftruncate(2)` system call to extend the target EOF to FS block alignment.

---

**WARNING:** Do not use `CvApi_SetFileSize` for this purpose as it will leave uninitialized (ie. 'corrupt') data in this file region.

Also, in order to be robust in the event of a system crash and restart, before invoking the API you should check the target file EOF, perform `ftruncate(2)` as needed, and adjust `f_target_froffset`, `f_source_froffset`, and `f_length` to ensure that the range begins at exactly EOF on the target file.

---

### Special Rules for Append Mode

- 1 `f_target_froffset` must exactly equal EOF on the target file or `EINVAL` is returned.
- 2 The range spanned by `f_source_froffset` and `f_length` must be within EOF on the source file or `EINVAL` is returned.

### Reply Fields

`f_rsvd`: Reserved for future use. Must be `NULL`.

### Error Returns

`EPERM` The user does not have permission to use this API. The API can only be used by superuser.

`ENOENT` The source file or target file doesn't exist. You may also receive this error if the source and target files do not reside on the same file system.

`EBADF` The source or target file is not open with write permission.

`EBUSY` Either the source or target file mtime verification failed.

`EWOULDBLOCK` Either the source or destination file has DMAP events present. Files must be present on disk. (On Windows the error status returned is `STATUS_FILE_IS_OFFLINE`.)

`EINVAL` See above.

---

## **CvApi\_SetConcWrite**

---

This API allows concurrent writes to a file.

### **Handle**

Target file.

### **Notes**

This call allows multiple handles to write concurrently to a file without being serialized. It is important to note that this `ioctl` call operates on the file, not the handle. Once a file is in concurrent write mode, all users of the file will be able to write concurrently. The concurrent write feature is reset to the default (non-concurrent) when the last user closes the file, or when it is explicitly disabled.

No data buffering is done. Malformed I/O returns the platform equivalent of `EINVAL`. It is the responsibility of those using this feature to maintain separate handles and separate offsets. The primary users of this feature are drivers that are layered directly on top of the FSD and use IRPs to communicate.

### **Structure**

None.

---

## **CvApi\_SetQuota**

---

This API sets quota limits for a given user or group.

### **Handle**

Any, but usually handle to root directory.

### **Notes**

The source handle may refer to any open file or directory that resides on the file system. It is not necessary that the file be owned by the user whose quota values are being queried.

The specified hard and soft limits are automatically rounded up to the nearest file system block by the quota system.

## Structure

```
#define MAX_QUOTA_NAME_LENGTH 256

typedef struct _setquotareq {
    char        sq_quotaname[MAX_QUOTA_NAME_LENGTH];
    uint32_t    sq_type;
                #define QUOTA_TYPE_USER(uint32_t)'U'
                #define QUOTA_TYPE_GROUP(uint32_t)'G'

    uint32_t    sq_timelimit;        /* in minutes */
    uint64_t    sq_hardlimit;        /* in bytes */
    uint64_t    sq_softlimit;        /* in bytes */
} SetQuotaReq_t;
```

No reply structure

**UNIX *ioctl* structure.**

None. Use SetQuotaReq\_t directly.

## reQuest Fields

**sq\_quotaname**The name of the user or group whose quota limits are being set.

**sq\_type**Either QUOTA\_TYPE\_USER or QUOTA\_TYPE\_GROUP.

**sq\_timelimit**The soft quota grace period, in minutes.

**sq\_hardlimit**The hard limit, in bytes.

**sq\_softlimit**The soft limit, in bytes.

## Error Returns

**VOP\_ENOTSUP**The quota system is not enabled on the FSM and/or client.

**VOP\_INVAL**sq\_type is not QUOTA\_TYPE\_USER or QUOTA\_TYPE\_GROUP.

**VOP\_ENOENT**sq\_quotaname is not a valid user or group name.

**VOP\_IO**sq\_softlimit is greater than sq\_hardlimit (or an internal error occurred).



---

## CvApi\_SetRdHoleFail

---

This API causes reads from a hole in a file to fail.

### Handle

Target file.

### Notes

During recovery processing after a client or FSM crash, it can be desirable to have reads from non-allocated space return an error rather than the default of zeros. This call affects all handles of a file. If an attempt is made to read from non-allocated space, the platform equivalent of `EACCESS` will be returned. On Windows, this translates into `STATUS_ACCESS_DENIED`. This behavior remains in affect until all handles to the file have been closed or the feature has been explicitly cleared.

### Structure

None.

---

## CvApi\_StatFs

---

This API gets file system information.

### Handle

Any, but usually handle to root directory.

### Notes

Gets basic file system information.

### Structure

No request structure.

```
typedef struct __statfs {
    uint32_tfr_options
        #define FSOPTION_DMIG(1<<0)
        #define FSOPTION_QUOTAS(1<<1)
```

```
        #define FSOPTION_BRLS(1<<2)
        #define FSOPTION_GLOBALSU(1<<3)
        #define FSOPTION_WINSEC(1<<4)

        uint32_tfr_blocksize;

        uint64_tfr_epoch;

        uint64_tfr_total_blocks;

        uint64_tfr_blocks_free;

        uint32_tfr_reserved[8];

} StatFsReply_t;
```

**UNIX *ioctl* structure:**

None. Use StatFsReply\_t directly.

### Reply Fields

fr\_optionsMask containing enabled file system options.

fr\_blocksizeFile system basic block size in bytes.

fr\_epochFile system creation date in microseconds since January 1, 1970.

fr\_total\_blocksTotal capacity of the file system in blocks.

fr\_blocks\_freeNumber of unallocated blocks.

fr\_reservedFields reserved for future use.

### Error Returns

VOP\_EFAULTBad buffer offset.

VOP\_ENOMEMOut of memory.

Other Communications failure with the FSM.

---

## CvApi\_StatPlus

---

This API gets the UNIX-like stat struct from a file, plus additional file information

## Handle

Target File

## Notes

This call performs much the same as the UNIX stat(2) call except that additional information is returned such as the storage state. Also see CVApi\_CVFStat.

## Structure

No request struct.

```
typedef struct _statplusreply {
    int32_t sr_dev;
    uint32_t sr_mode;

    uint64_t sr_ino;

    uint64_t sr_size;

    uint64_t sr_nblocks;

    int32_t sr_nlink;
    uint32_t sr_bsize;

    int32_t sr_uid;
    int32_t sr_gid;

    int32_t sr_storagestate;
    #define STORESTATE_ON_DISK_ONLY(1)
    #define STORESTATE_ON_TAPE_ONLY(2)
    #define STORESTATE_ON_DISK_AND_TAPE(3)

    int32_t sr_atim;

    int32_t sr_mtim;
    int32_t sr_ctim;

    uint32_t sr_reserved[8];
} StatPlusReply_t;
```

**UNIX *ioctl* structure:**

None. Use `StatPlusReply_t` directly.

### Reply Fields

`sr_dev` Device identifier, unique per mounted file system.

`sr_mode` Unix mode.

`sr_ino` File handle, unique per file system.

`sr_size` Size of file in bytes.

`sr_nblocks` Number of “basic” (512 byte) blocks allocated to file.

`sr_nlink` Number of links to the file.

`sr_bsize` Blocksize of file system.

`sr_uid` Unix User Identifier.

`sr_gid` Unix Group Identifier.

`sr_storestate` Data migration: current file storage state.

`sr_atim` Last access time in seconds since January 1, 1970.

`sr_mtim` Last modify time in seconds since January 1, 1970.

`sr_cim` Last “change” time in seconds since January 1, 1970.

`sr_reserved` Fields reserved for future use.

### Error Returns

`VOP_EFAULT` Bad buffer offset.

`VOP_ENOMEM` Out of memory.

Other Communications failure with the FSM.

---

## **CvApi\_SwapExtents**

This API swaps all the extents for a file.

### Handle

Source handle.

## Notes

During defrag, the defrag utility allocates an extent and copy into it the data for a file. When the copy is complete, it attempts to swap the extents for the file, replacing the prior highly fragmented extent list in a file with, hopefully, a much smaller one.

This API swaps all the extents for one file (the file identified by the calling handle) with the file identified in the API structure. After this operation, the caller can unlink the source handle (if desired).

## Structure

```
typedef struct _swapextreq {
    uint64_tsq_targhandle;
    uint32_tsq_msec;
    uint32_tsq_pad1;
} SwapExtReq_t;
```

No reply structure

**UNIX *ioctl* structure.**

None. Use SwapExtReq\_t directly.

## reQuest Fields

sq\_handleHandle to target file that will have its extents replaced by the source. This handle should be acquired by calling CVApi\_CVFSStat and using the sr\_ino field in the returned StatReply\_t object. **NOTE:** Do not attempt to use the st\_ino returned by UNIXstat(2), as this will often cause CvApi\_SwapExtents to fail.

sq\_msecA date in UNIX time(2) format. If non-zero, the value of sq\_msec is checked against the modification time of the source file. If they are not the same, VOP\_EBUSY is returned. So, sq\_msec can be used as an additional sanity check to prevent attempts to defragment files that are actively being written.

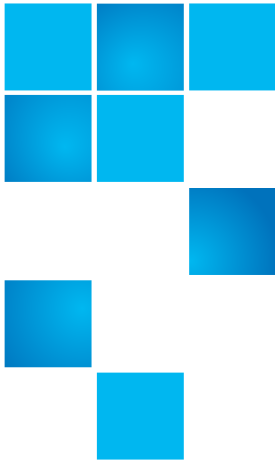
## Error Returns

VOP\_EBUSYThe file is in use.

VOP\_EPERMThe user does not have permission to defrag the file.  
Under UNIX, the user must be superuser or the owner of the file. Under Windows, the user must have write access to the file.

VOP\_ENOENTThe file doesn't exist.

VOP\_EINVALThe file is not a “regular” file



## Appendix A

# File System API Example

---

Following is a test API sample program that illustrates how to use many of the StorNext File System APIs described in this document. This example applies only to the File System APIs, not the Storage Manager APIs.

```
/*
Copyright (c) 1997-2011
All Rights Reserved.
StorNext File System
Provided AS-IS, with no warranties expressed or implied.
*/
/*
 * tapi.c -- Test API
 *
 * Sample application to illustrate how to use the SNFS external API.
 *
 * This requires a 'getopt' routine that is available on most unix boxes,
 *
 */
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>
#include <fcntl.h>
#include <time.h>                /* localtime() */

#if defined (_WIN32)
#include <iio.h>                /* for posix open(2) */
#endif

/* Local Headers */
#if defined(_WIN32)
#include <cvinttypes.h>        /* for integer typedefs */
#include <bsd_getopt.c>       /* need a getopt routine */
```

## Appendix A: File System API Example

```
#include <bsd_strtoll.c>
#endif

extern char *optarg;
extern int optind;

#if defined(__linux__)
#include <stdint.h>
#ifdef NULL
#define NULL 0
#endif /* NULL */
#endif /* linux */

#include <extapi.h>
#include <cvapi.h>

/* Macros */
#if defined( WIN32)
#define ARG64X "0x%I64x"
#define ARG64D "%I64d"
#else
#define ARG64X "0x%llx"
#define ARG64D "%lld"
#endif /* _WIN32 */

#define EXTMAX24
#define MAXDISKS 32

/* File scope variables */
char *Progname;
int Verbose;
int ErrorFlag;

/* External variables */
extern int optind;

/* External functions */
/* Structures and Unions */

/* Signal Catching Functions */
/* NONE */
void
Usage()
{

    fprintf(stderr, "Usage: %s <args> filename \n", Progname);
    fprintf(stderr, "\t -A alloc space\n");
    fprintf(stderr, "\t -a affinity\n");
    fprintf(stderr, "\t -B stat fs\n");
    fprintf(stderr, "\t -b broadcast size on alloc\n");
    fprintf(stderr, "\t -C set concurrent write\n");
    fprintf(stderr, "\t -c clear concurrent write\n");
    fprintf(stderr, "\t -D get disk info for stripe group <n>\n");
    fprintf(stderr, "\t -E print extent list\n");
    fprintf(stderr, "\t -F set affinity\n");
```



```

fprintf(stderr, "\t -f get affinity \n");
fprintf(stderr, "\t -G get stripe group name from Ordinal\n");
fprintf(stderr, "\t -g get stripe group ordinal from Name\n");
fprintf(stderr, "\t -I Info for stripe group <n> \n");
fprintf(stderr, "\t -L get physical Location for offset in file\n");
fprintf(stderr, "\t -l (alloc flag) load extent in client fsd\n");
fprintf(stderr, "\t -N keep size on allocation \n");
fprintf(stderr, "\t -n nbytes [kmg] \n");
fprintf(stderr, "\t -O Open stat file\n");
fprintf(stderr, "\t -o offset [kmg] \n");
fprintf(stderr, "\t -P punch hole \n");
fprintf(stderr, "\t -p get PerfectFit status\n");
fprintf(stderr, "\t -Q (user) set the quota limits for (user)\n");
fprintf(stderr, "\t -q (user) get the quota usage and limits for (user)\n");
fprintf(stderr, "\t -R set read hole fail \n");
fprintf(stderr, "\t -r clear read hole fail \n");
fprintf(stderr, "\t -S stat file (old version)\n");
fprintf(stderr, "\t -s (alloc flag) stripe align allocation \n");
fprintf(stderr, "\t -T stat file (new \"plus\" version)\n");
fprintf(stderr, "\t -t (alloc flag) set perfect fit status\n");
fprintf(stderr, "\t -v verbose\n");
fprintf(stderr, "\t -V get version info\n");
fprintf(stderr, "\t -w wait before exiting\n");
fprintf(stderr, "\t -x load extents\n");
fprintf(stderr, "\t -Y VerifyAlloc allocation\n");
fprintf(stderr, "\t -y Toggle PerfectFit status\n");
fprintf(stderr, "\t -Z set file size\n");
fprintf(stderr, "\t -z size [kmg]\n");
}
/*
 * PURPOSE
 * Print out the time for an 'ls' style listing
 */
void
PrintTime(
    int32_tf_secs)
{
    struct tm*tp;
    tp = localtime((time_t *)&f_secs);
    switch (tp->tm_mon) {
    case 0:
        printf("Jan");
        break;
        case 1:
        printf("Feb");
        break;
    case 2:
        printf("Mar");
        break;
    case 3:
        printf("Apr");
        break;
    case 4:

```

## Appendix A: File System API Example

```
        printf("May");
        break;
    case 5:
        printf("Jun");
        break;
    case 6:
        printf("Jul");
        break;
    case 7:
        printf("Aug");
        break;
    case 8:
        printf("Sep");
        break;
    case 9:
        printf("Oct");
        break;
    case 10:
        printf("Nov");
        break;
    case 11:
        printf("Dec");
        break;
    }
    printf(" %d ", tp->tm_mday);
    printf("%02d:%02d", tp->tm_hour, tp->tm_min);
}
/*
 * PURPOSE
 * Stat file, old version
 */
int
StatFile(
    int      f_fd,
    char     *f_filename)
{
    int      error = 0;
    StatReply_t  sb;
    /*
     * Get the stats
     */
    error = CvApi_CvFstat(f_fd, &sb);
    if (error) {
        return error;
    }
    /*
     * Print out the stats in no particular order
     */
    printf("File stats for file '%s'\n", f_filename);
    printf("Dev %d rdev %d nlink %d bsize %d\n",
        sb.sr_dev, sb.sr_rdev, sb.sr_nlink, sb.sr_bsize);
    printf("Size " ARG64D " nblocks " ARG64D "\n", sb.sr_size, sb.sr_nblocks);
    printf("Inode " ARG64D " uid %d gid %d mode 0%o \n",
        sb.sr_ino, sb.sr_uid, sb.sr_gid, sb.sr_mode);
    printf("atime: ");
    PrintTime(sb.sr_atim);
    printf(" mtime: ");
    PrintTime(sb.sr_mtim);
}
```

```

    printf(" ctime: ");
    PrintTime(sb.sr_ctim);
    printf("\n");
    return error;
}
/*
 * PURPOSE
 * Stat file, new "plus" version
 */
int
StatFilePlus(
    int      f_fd,
    char     *f_filename)
{
    int          error = 0;
    StatPlusReply_t  sb;
    char         *storestate;
    /*
     * Get the stats
     */
    error = CvApi_StatPlus(f_fd, &sb);
    if (error) {
        return error;
    }
    /*
     * Print out the stats in no particular order
     */
    printf("File stats for file '%s'\n", f_filename);
    printf("Dev %d nlink %d bsize %d\n",
        sb.sr_dev, sb.sr_nlink, sb.sr_bsize);

    switch(sb.sr_storestate) {

    case STORESTATE_ON_DISK_ONLY:
        storestate = "on disk only";
        break;
    case STORESTATE_ON_TAPE_ONLY:
        storestate = "on tape only";
        break;
    case STORESTATE_ON_DISK_AND_TAPE:
        storestate = "on disk and tape";
        break;
    default:
        storestate = "unknown";
        break;
    }
    printf("Store state: %d (%s)\n", sb.sr_storestate, storestate);
    printf("Size " ARG64D " nblocks " ARG64D "\n", sb.sr_size, sb.sr_nblocks);
    printf("Inode " ARG64D " uid %d gid %d mode 0%o \n",
        sb.sr_ino, sb.sr_uid, sb.sr_gid, sb.sr_mode);
    printf("atime: ");
    PrintTime(sb.sr_atim);
    printf(" mtime: ");
    PrintTime(sb.sr_mtim);
    printf(" ctime: ");
    PrintTime(sb.sr_ctim);
    printf("\n");
    return error;
}

```

## Appendix A: File System API Example

```
}
/*
 * PURPOSE
 * Stat VFS
 */
int
StatFs(
    int          f_fd,
    char        *f_filename)
{
    int          error = 0;
    StatFsReply_t sb;
    time_t       esecs;
    /*
     * Get the stats
     */
    error = CvApi_StatFs(f_fd, &sb);
    if (error) {
        return error;
    }
    /*
     * Print out the stats in no particular order
     */
    printf("FS stats for '%s'\n", f_filename);
    printf("options: 0x%x\n", sb.fr_options);
    if (sb.fr_options & FSOPTION_DMIG)
        printf("\tFSOPTION_DMIG\n");
    if (sb.fr_options & FSOPTION_QUOTAS)
        printf("\tFSOPTION_QUOTAS\n");
    if (sb.fr_options & FSOPTION_BRLS)
        printf("\tFSOPTION_BRLS\n");
    if (sb.fr_options & FSOPTION_GLOBALSU)
        printf("\tFSOPTION_GLOBALSU\n");
    if (sb.fr_options & FSOPTION_WINSEC)
        printf("\tFSOPTION_WINSEC\n");
    esecs = (time_t)(sb.fr_epoch / (uint64_t)1000000);
    printf("epoch: " ARG64X " - %s", sb.fr_epoch, ctime(&esecs));
    printf("block size: %d\n", sb.fr_blocksize);
    printf("total blocks: " ARG64D "\n", sb.fr_total_blocks);
    printf("blocks free: " ARG64D "\n", sb.fr_blocks_free);
    printf("inode stripe breadth: " ARG64D "\n", sb.fr_inode_stripe_width);
    printf("\n");
    return error;
}
/*
 * PURPOSE
 * OpenStat file
 */
int
OpenStatFile(
    int          f_fd,
    char        *f_filename)
{
    int          error = 0;
    OpenStatReply_t sb;
    /*
     * Get the stats
     */

```

```

error = CvApi_CvOpenStat(f_fd, &sb);
if (error) {
    return error;
}
/*
 * Print out the stats in no particular order
 */
printf("File Open_stats for file '%s'\n", f_filename);
printf("RefCount: %u\n", sb.os_refcount);
printf("OpenCount: %u\n", sb.os_opencount);
if(sb.os_sharedread)
    printf("SharedRead TRUE\n");
else
    printf("SharedRead FALSE\n");
if(sb.os_sharedwrite)
    printf("SharedWrite TRUE\n");
else
    printf("SharedWrite FALSE\n");
printf("\n");
return error;
}
/*
 * PURPOSE
 * Get the physical location for a file given an offset
 */
int
GetPhysLoc(
    int          f_fd,
    char         *f_filename,
    uint64_t     f_offset)
{
    int          error = 0;
    CvExternalExtent_t *exp;
    PhysLocReply_t loc;
    /*
     * Get the location
     */
    error = CvApi_GetPhysLoc(f_fd, f_offset, &loc);
    if (error) {
        return error;
    }
    printf("Physical location for offset " ARG64X " in file '%s' \n",
        f_offset, f_filename);
    exp = &loc.pr_extent;
    printf("Extent: sg %d file relative base " ARG64X "\n" , exp->ex_sg,
        exp->ex_frbase);
    printf("          filesystem base " ARG64X, exp->ex_base);
    printf(" filesystem end " ARG64X , exp->ex_end);
    printf("\n");
    printf("SG breadth " ARG64X " depth " ARG64X "\n", loc.pr_breadth,
        loc.pr_depth);
    printf("volume offset " ARG64X " device relative blkoffset " ARG64X "\n",
        loc.pr_voloffset, loc.pr_blkoffset);
    printf("Device pseduo id %x\n", loc.pr_edev);
    return error;
}
/*
 * PURPOSE

```

## Appendix A: File System API Example

```
* Dump out the extents for a file
*/
int
GetExtList(
    intf_fd)
{
    CvExternalExtent_t    *buf = NULL, *junkbuf = NULL, *exp;
    int                   allocsize;
    uint32_t              cnt, i, numbufs;
    int                   error = 0;
    uint64_t              offset;
    StatReply_t           sb;
    /*
     * Get the stats
     */
    error = CvApi_CvFstat(f_fd, &sb);
    if (error) {
        fprintf(stderr, "Can not stat file, error %d\n", error);
        return error;
    }
    /*
     * Alloc space for the extent buffer. We swag
     * and get 24 extents at a time.
     */
    numbufs = EXTMAX;
    allocsize = sizeof(CvExternalExtent_t) * numbufs;
    buf = malloc(allocsize);
    if (buf == NULL) {
        fprintf(stderr, "Can not alloc space for extent buffers\n");
        return 1;
    }
    memset(buf, 0, allocsize);
    if (ErrorFlag == 3) { /* EINVAL */
        offset = 99999;
    }
    else {
        offset = 0;
    }
    cnt = 0;
    do {
        if (ErrorFlag == 2) /* EFAULT */
        {
            error = CvApi_GetExtList(f_fd, offset, &numbufs, junkbuf);
        }
        else {
            error = CvApi_GetExtList(f_fd, offset, &numbufs, buf);
        }
    }
    if (error) {
        if (error != ENOENT) {
            fprintf(stderr,
                "Can not get extent list, offset " ARG64X " error %d\n",
                offset, error);
        }
    }
    /*
     * ENOENT means no more extents
     */
    if ((error == ENOENT) && (ErrorFlag != 1))
    {
```

```

        error = 0;
        break;
    }
}
exp = buf;
for (i=0; i<numbufs; i++) {

    printf("Extent %d frbase " ARG64X " sg 0x%x fsbase " ARG64X
           " fsend " ARG64X " depth %x\n",
           cnt++, exp->ex_frbase, exp->ex_sg, exp->ex_base, exp->ex_end,
           exp->ex_depth);
    /* Look for the next extent. */
    offset = exp->ex_frbase + ((exp->ex_end + 1) - exp->ex_base);
    exp++;
}
} while (error == 0);
printf("%d total extents\n", cnt);
return error;
}
/*
 * PURPOSE
 * Punch a hole in a file
 */
int
PunchHole(
    int      f_fd,
    char     *f_filename,
    uint64_t f_offset,
    uint64_t f_nbytes)
{
    uint64_t offset, end, nblks, freed;
    int      error = 0;
    offset = f_offset;
    end = f_offset + f_nbytes;
    end--; /* last byte, inclusive */
    if (Verbose) {
        printf("Punching a hole in '%s' from " ARG64X " to " ARG64X "\n",
               f_filename, f_offset, end);
    }
    error = CvApi_PunchHole(f_fd, &offset, &end, &nblks, &freed);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf("Hole punched in '%s' from " ARG64X " to " ARG64X
               "blks freed " ARG64X " , blocks now in file " ARG64X "\n",
               f_filename, offset, end, freed, nblks);
    }
    return error;
}
/*
 * PURPOSE
 * Load extents space
 */
int
LoadExtents(
    int      f_fd,
    char     *f_filename,

```

## Appendix A: File System API Example

```
uint64_t f_offset,
uint64_t f_nbytes)
{
    uint64_t toffset, nbytes;
    int error = 0;
    offset = f_offset;
    nbytes = f_nbytes;
    if (Verbose) {
        printf("Loading extents in '%s' " ARG64D " bytes at offset "
            ARG64D "\n", f_filename, nbytes, offset);
    }
    error = CvApi_LoadExtents(f_fd, nbytes, offset);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf("Loaded " ARG64D " bytes starting at offset " ARG64D "\n",
            nbytes, offset);
    }
    return error;
}
/*
 * PURPOSE
 * Alloc space
 */
int
AllocSpace(
    int f_fd,
    char *f_filename,
    uint64_t f_offset,
    uint64_t f_nbytes,
    uint64_t f_affinity,
    uint32_t f_flags)
{
    uint64_t toffset, nbytes;
    int error = 0;
    offset = f_offset;
    nbytes = f_nbytes;
    if (Verbose) {
        printf("Allocating space in '%s' " ARG64D " bytes at offset "
            ARG64D "\n", f_filename, nbytes, offset);
    }
    error = CvApi_AllocSpace(f_fd, &nbytes, &offset, f_affinity, f_flags);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf("Allocated " ARG64D " bytes starting at offset " ARG64D "\n",
            nbytes, offset);
    }
    return error;
}
/*
 * PURPOSE
 * Get PerfectFit status
 */
int
PerfectFitStatus(
```



```

int      f_fd,
char     *f_filename)
{
    int isperfectfit;
    int error;
    error = CvApi_GetPerfectFitStatus(f_fd, &isperfectfit);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf("File %s does%s have the PerfectFit bit set.\n",
            f_filename, isperfectfit ? "" : " not");
    }
    return error;
}
/*
 * PURPOSE
 * Get PerfectFit status
 */
int
TogglePerfectFitStatus(
    int      f_fd,
    char     *f_filename)
{
    int isperfectfit;
    int setperfectfit;
    int error;
    error = CvApi_GetPerfectFitStatus(f_fd, &isperfectfit);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf("%s PerfectFit bit on file %s.\n",
            isperfectfit ? "Clearing" : "Setting", f_filename);
    }
    if(isperfectfit)
        setperfectfit = 0;
    else
        setperfectfit = 1;
    error = CvApi_SetPerfectFitStatus(f_fd, setperfectfit);
    return error;
}
/*
 * PURPOSE
 * Get the affinity for a file
 */
int
GetAffinity(
    int      f_fd,
    char     *f_filename)
{
    uint8_t *cp;
    int      error = 0;
    uint64_t affinity;
    int      i;
    error = CvApi_GetAffinity(f_fd, &affinity);
    if (error == 0) {
        printf("Affinity for file '%s' is : ", f_filename);
    }
}

```

## Appendix A: File System API Example

```
        cp = (uint8_t *)&affinity;
        for (i=0; i<8; i++) {
            printf("%c", *cp++);
        }
        printf("\n");
    }
    return error;
}
/*
 * PURPOSE
 * Set a file into concurrent write mode
 */
int
ConcWrite(
    int    f_fd,
    char   *f_filename)
{
    int    error = 0;
    error = CvApi_SetConcWrite(f_fd);
    if (error == 0) {
        printf("File '%s' is now in concurrent write mode. ", f_filename);
    }
    return error;
}
/*
 * PURPOSE
 * Unset a file from concurrent write mode
 */
int
NoConcWrite(
    int    f_fd,
    char   *f_filename)
{
    int    error = 0;
    error = CvApi_ClearConcWrite(f_fd);
    if (error == 0) {
        printf("File '%s' is now out of concurrent write mode. ", f_filename);
    }
    return error;
}
/*
 * PURPOSE
 * Print out info about a stripe group
 */
int
SgInfo(
    int    f_fd,
    int    f_sg)
{
    uint64_t    totblks;
    uint64_t    freeblks;
    uint32_t    breadth;
    uint32_t    depth;
    uint32_t    flags;
    uint32_t    bsize;
    char        *junkbuf = NULL;
    char        sgbuf[SG_NAMELEN];
    uint64_t    nativekeys[32];
```

```

uint32_t keycnt;
int      error = 0;
uint32_t ti;

if (ErrorFlag == 1) { /* ENOENT */
    f_sg = -1;
}
keycnt = 32;

if (ErrorFlag == 2) { /* EFAULT */
    error = CvApi_GetSgInfo(f_fd, f_sg,
                           &totblks, &freeblks, &breadth,
                           &depth, &flags, &bsize, junkbuf,
                           nativekeys, &keycnt);
}
else {
    error = CvApi_GetSgInfo(f_fd, f_sg,
                           &totblks, &freeblks, &breadth,
                           &depth, &flags, &bsize, sgbuf,
                           nativekeys, &keycnt);
}
if (error)
    return error;
printf("Stripe group info for '%s' <%d>\n", sgbuf, f_sg);
printf("Total blocks " ARG64D " (" ARG64X ")\n", totblks, totblks);
printf("free blocks " ARG64D " (" ARG64X ")\n", freeblks, freeblks);
printf("Breadth %x depth %x bsize %d (0x%x)\n",
       breadth, depth, bsize, bsize);
printf("Flags (0x%x) ", flags);
if (flags & SG_PART_VALID)
    printf(" valid ");
if (flags & SG_PART_ONLINE)
    printf(" online ");
if (flags & SG_PART_METADATA)
    printf(" metadata ");
if (flags & SG_PART_JOURNAL)
    printf(" journal ");
if (flags & SG_PART_EXCLUSIVE)
    printf(" exclusive ");
printf("\n");
for(i = 0; i < keycnt; i++) {
    char buf[9];
    memcpy(&buf, &nativekeys[i], sizeof(nativekeys[i]));
    buf[8] = '\0';
    printf("NativeKey[%d] = %s (%llx)\n", i, buf, nativekeys[i]);
}
return error;
}
/*
 * PURPOSE
 * Print out disk info given a stripe group ordinal
 */
int
DiskInfo(
    int      f_fd,
    int      f_sg)
{
    CvDiskInfo_t dinfo[MAXDISKS];

```

## Appendix A: File System API Example

```
uint32_t ndisks;
int error;
ndisks = MAXDISKS;
error = CvApi_GetDiskInfo(f_fd, f_sg, dinfo, (int *)&ndisks);
if (!error) {
    int i, j;
    printf("Disk Info for Stripe group #d:\n", f_sg);
    for(i = 0; i < (int)ndisks; i++) {
        printf("\tDisk #d: name=\"%s\" vhsiz=%u nameloc=%u secsize=%u
serialnum=%s\n",
            i, dinfo[i].di_name, dinfo[i].di_vhsiz,
            dinfo[i].di_nameloc, dinfo[i].di_sectorsize,
            dinfo[i].di_serialnum);
        for(j = 0; j < dinfo[i].di_npaths; j++) {
            printf("\t\t\tpath[%d]: blkdev=%s, rawdev=%s\n",
                j,
                dinfo[i].di_paths[j].d_bdev,
                dinfo[i].di_paths[j].d_rdev);
        }
    }
}
return error;
}
/*
 * PURPOSE
 *   Print out ordinal of stripe group
 */
int
SgOrdinal(
    int fd,
    char *sgname)
{
    uint32_t sg;
    char sgbuf[SG_NAMELEN];
    char *junkbuf = NULL;
    int error = 0;
    if ((ErrorFlag == 1) || (ErrorFlag == 3)) { /* ENOENT */
        sgbuf[0] = '\0';
    } else {
        strncpy(sgbuf, sgname, SG_NAMELEN);
        sgbuf[SG_NAMELEN - 1] = '\0';
    }
    if (ErrorFlag == 2) { /* EFAULT */
        error = CvApi_GetSgName(fd, SG_GETNUM, &sg, junkbuf);
    }
    else {
        error = CvApi_GetSgName(fd, SG_GETNUM, &sg, sgbuf);
    }
    if (error)
        return error;
    printf("Stripe group ordinal for '%s' : <%d>\n", sgname, sg);
    return error;
}
/*
 * PURPOSE
 *   Print out name of stripe group
 */
int
```

```

SgName(
    int      fd,
    uint32_t sg)
{
    char      sgbuf[SG_NAMELEN];
    char      *junkbuf = NULL;
    int       error = 0;

    if (ErrorFlag == 1) { /* ENOENT */
        sgbuf[0] = '\0';
    }
    if ((ErrorFlag == 1) || (ErrorFlag == 3)) { /* ENOENT */
        sg = -1;                               /* or */
                                                /* EINVAL */
    }
    if (ErrorFlag == 2) { /* EFAULT */
        error = CvApi_GetSgName(fd, SG_GETNAME, &sg, junkbuf);
    }
    else {
        error = CvApi_GetSgName(fd, SG_GETNAME, &sg, sgbuf);
    }
    if (error)
        return error;
    printf("Stripe group name for sg '%d' : <%s>\n", sg, sgbuf);
    return error;
}
/*
 * PURPOSE
 *   Set the read hole fail option for a file
 */
int
SetRDHoleFail(int  f_fd)
{
    int error = 0;
    error = CvApi_SetRdHoleFail(f_fd);
    if (error) {
        return error;
    }
    printf("File now in read hole fail mode\n");
    return error;
}
/*
 * PURPOSE
 *   Clear the read hole fail option for a file
 */
int
ClearRDHoleFail(int  f_fd)
{
    int error = 0;
    error = CvApi_ClearRdHoleFail(f_fd);
    if (error) {
        return error;
    }
    printf("File cleared from read hole fail mode\n");
    return error;
}
/*
 * PURPOSE
 *   Retrieve the version info

```

## Appendix A: File System API Example

```
*/
int
GetVersionInfo(int f_fd)
{
    int error = 0;
    VerInfoReply_t verinfo;
    error = CvApi_GetVerInfo(f_fd, &verinfo);
    if (error) {
        return error;
    }
    printf("Version string:\n %s \n", verinfo.vr_version);
    printf("Build string:\n %s \n", verinfo.vr_build);
    printf("Date string:\n %s \n", verinfo.vr_creationdate);
    printf("External API version: %d\n", verinfo.vr_apiversion);
    return error;
}
int
SetQuota(int f_fd, char *f_quotaname)
{
    int error;
    error = CvApi_SetQuota(f_fd, QUOTA_TYPE_USER, f_quotaname,
        (uint64_t)12000000, (uint64_t)10000000, 60);
    return(error);
}
int
GetQuota(int f_fd, char *f_quotaname)
{
    int error;
    GetQuotaReply_t qrep;
    error = CvApi_GetQuota(f_fd, QUOTA_TYPE_USER, f_quotaname, &qrep);
    if (!error) {
        printf("GetQuota results for %s:\n", f_quotaname);
        printf("hardlimit = %lld\n", qrep.gr_hardlimit);
        printf("softlimit = %lld\n", qrep.gr_softlimit);
        printf("cursize = %lld\n", qrep.gr_cursize);
        printf("timelimit = %u\n", qrep.gr_timelimit);
        printf("timeout = %u\n", qrep.gr_timeout);
    }
    return(error);
}
int
SetFileSize(int f_fd, uint64_t f_len)
{
    int error;
    error = CvApi_SetFileSize(f_fd, f_len);
    return(error);
}
/*
 * PURPOSE
 * New Alloc space call
 */
int
VerifyAlloc(
    int          f_fd,
    char         *f_filename,
    uint64_t     f_offset,
    uint64_t     f_nbytes,
    uint32_t     f_flags)
```

```

{
    uint64_t    offset, nbytes;
    int         error = 0;
    offset = f_offset;
    nbytes = f_nbytes;
    if (Verbose) {
        printf("Allocating space in '%s' " ARG64D " bytes at offset "
              ARG64D " (flags 0x%X)\n", f_filename, nbytes, offset, f_flags);
    }
    error = CvApi_VerifyAlloc(f_fd, offset, nbytes, f_flags);
    if (error) {
        return error;
    }
    if (Verbose) {
        printf( ARG64D " bytes starting at offset " ARG64D " are allocated\n",
              nbytes, offset);
    }
    return error;
}

/*
 * PURPOSE
 * Extract a value from the command line
 */
uint64_t
GetVal(
    char    *f_arg)
{
    uint64_t val = 0;

    val = strtoll(f_arg, NULL, 0);

    if (strchr(f_arg, 'k'))
        val *= 1024;
    else if (strchr(f_arg, 'm'))
        val *= (1024 * 1024);
    else if (strchr(f_arg, 'g'))
        val *= (1024 * 1024 * 1024);
    return val;
}

int
main(argc, argv)
int    argc;
char    *argv[];
{
    char    *filename, *cp;
    char    *sgname = NULL;
    int     c, error = 0;
    int     fd;
    uint32_t flags = 0;
    uint32_t sg = 0;
    uint64_t offset, nbytes, affinity, size;
    int     AllocFlag, ExtentFlag, PunchFlag, StatFlag, InfoFlag;
    int     GetAffFlag, SetAffFlag, PhysFlag, ConcFlag, NoConcFlag;
    int     SgNameFlag, SgOrdinalFlag, SetRDHoleFlag, ClearRDHoleFlag;
    int     GetQuotaFlag, SetQuotaFlag, DiskFlag, PerfectFlag;
    int     StatPlusFlag, SetFileSizeFlag, StatFsFlag;
    int     VerifyAllocFlag, SetPerfectFitFlag;

```

## Appendix A: File System API Example

```
char    *quotauser = NULL;
int     offset_set, nbytes_set, size_set;
int     openflags, VersFlag, LoadExtFlag, WaitFlag, OpenStatFlag;
char    waitbuf[4];

Progname = argv[0];
if ((cp = strrchr(Progname, '/')) != NULL)
Progname = cp + 1;

AllocFlag = ExtentFlag = PunchFlag = StatFlag = InfoFlag = 0;
PhysFlag = GetAffFlag = SetAffFlag = ConcFlag = NoConcFlag = 0;
SgNameFlag = SgOrdinalFlag = SetRDHoleFlag = ClearRDHoleFlag = 0;
GetQuotaFlag = SetQuotaFlag = DiskFlag = PerfectFlag = SetFileSizeFlag = 0;
VersFlag = LoadExtFlag = WaitFlag = OpenStatFlag = StatPlusFlag = 0;
StatFsFlag = VerifyAllocFlag = SetPerfectFitFlag = 0;
size_set = offset_set = nbytes_set = 0;
affinity = offset = nbytes = 0;

while ((c = getopt(argc, argv, "ABbCcD:EFfG:g:I:LOppQ:q:RrStA:lN:n:o:svVwxYyZz:"))
    != EOF)
{
    switch (c) {
        case 'A':
            AllocFlag = 1;
            break;
        case 'B':
            StatFsFlag = 1;
            break;
        case 'b':
            flags |= ALLOC_SETSIZE;
            break;
        case 'C':
            ConcFlag = 1;
            break;
        case 'c':
            NoConcFlag = 1;
            break;
        case 'D':
            DiskFlag = 1;
            sg = strtoul(optarg, NULL, 0);
            break;
        case 'E':
            ExtentFlag = 1;
            break;
        case 'F':
            SetAffFlag = 1;
            break;
        case 'f':
            GetAffFlag = 1;
            break;
        case 'G':
            SgOrdinalFlag = 1;
            sg = strtoul(optarg, NULL, 0);
            break;
        case 'g':
            SgNameFlag = 1;
            sgname = optarg;
            break;
```



```

case 'I':
    InfoFlag = 1;
    sg = strtoul(optarg, NULL, 0);
    break;
case 'L':
    PhysFlag = 1;
    break;
case 'O':
    OpenStatFlag = 1;
    break;
case 'P':
    PunchFlag = 1;
    break;
case 'p':
    PerfectFlag = 1;
    break;
case 'R':
    SetRDHoleFlag = 1;
    break;
case 'r':
    ClearRDHoleFlag = 1;
    break;
case 'S':
    StatFlag = 1;
    break;
case 'T':
    StatPlusFlag = 1;
    break;
case 'a':
    /*
     * It is important to remember that affinities are
     * ASCII strings, so we have to special case '0'
     */
    if (strlen(optarg) > 8) {
        fprintf(stderr, "The affinity type (-a) argument must be "
            "eight characters or less.");
        Usage();
    }
    exit(2);
    if ((strlen(optarg) == 1) && (optarg[0] == '0')) {
        affinity = 0;
    } else {
        strncpy((char*)&affinity, optarg, strlen(optarg));
    }
    flags |= ALLOC_AFFINITY;
    break;
case 'l':
    flags |= ALLOC_LOAD_EXT;
    break;
case 'n':
    nbytes = GetVal(optarg);
    nbytes_set = 1;
    break;
case 'N':
    flags |= ALLOC_KEEPSIZE;
    nbytes = GetVal(optarg);
    nbytes_set = 1;

```

```

        break;
    case 'o':
        offset = GetVal(optarg);
        offset_set = 1;
        flags |= ALLOC_OFFSET;
        break;
    case 'Q':
        quotauser = optarg;
        SetQuotaFlag++;
        break;
    case 'q':
        quotauser = optarg;
        GetQuotaFlag++;
        break;
    case 's':
        flags |= ALLOC_STRIPE_ALIGN;
        break;
    case 't':
        flags |= ALLOC_PERFECTFIT;
        break;
    case 'v':
        Verbose = 1;
        break;
    case 'V':
        VersFlag = 1;
        break;
    case 'w':
        WaitFlag = 1;
        break;
        case 'x':
            LoadExtFlag = 1;
            break;
    case 'Y':
        VerifyAllocFlag = 1;
        break;
        case 'y':
            SetPerfectFitFlag = 1;
            break;
    case 'z':
        size = GetVal(optarg);
        size_set = 1;
        break;
    case 'Z':
        SetFileSizeFlag = 1;
        break;
    case '?':
    default:
        Usage();
        exit(2);
    }
}

if ((argc - optind) < 1) {
    fprintf(stderr, "Must supply filename\n");
    Usage();
    exit(3);
}
filename = argv[optind];

```

```

if (AllocFlag || VerifyAllocFlag ||
    PunchFlag || SetAffFlag || ConcFlag) {
    openflags = O_RDWR | O_CREAT;
} else {
    openflags = O_RDONLY;
}
if ((fd = open(filename, openflags, 0777)) < 0) {
    error = errno;
    fprintf(stderr, "Can not open filename %s, error '%s' (%d)\n",
        filename, strerror(error), error);
    exit( error);
}
if (AllocFlag) {
    /*
     * We used to check for 0 offset and size, but
     * now we default to 0 for the offset, and
     * if the user says alloc zero bytes, we need
     * to verify we return an error
     */
    error = AllocSpace(fd, filename, offset, nbytes, affinity, flags);
    if (error) {
        fprintf(stderr, "Can not alloc " ARG64D " bytes in filename %s, "
            " error '%s' (%d)\n", nbytes, filename,
            strerror(error), error);
        exit(error);
    }
}
if (VerifyAllocFlag) {
    error = VerifyAlloc(fd, filename, offset, nbytes, flags);
    if (error) {
        fprintf(stderr, "Can not alloc " ARG64D " bytes in filename %s, "
            " error '%s' (%d)\n", nbytes, filename,
            strerror(error), error);
        exit(error);
    }
}
if (SetPerfectFitFlag) {
    error = TogglePerfectFitStatus(fd, filename);
    if (error) {
        fprintf(stderr, "Can not get PerfectFit status for filename %s, "
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (PerfectFlag) {
    error = PerfectFitStatus(fd, filename);
    if (error) {
        fprintf(stderr, "Can not get PerfectFit status for filename %s, "
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (PunchFlag) {
    if ((offset_set == 0) || (nbytes_set == 0)) {
        fprintf(stderr, "Must supply offset and number of bytes\n");
    }
}

```

```

        Usage();
        exit(3);
    }
    error = PunchHole(fd, filename, offset, nbytes);
}
if (ExtentFlag) {
    error = GetExtList(fd);
    if (error) {
        fprintf(stderr, "Can not get extent list for file '%s'"
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (SetFileSizeFlag) {
    if (size_set == 0) {
        fprintf(stderr, "Must supply size\n");
        Usage();
        exit(3);
    }
    error = SetFileSize(fd, size);
    if (error) {
        fprintf(stderr, "Can not set size of \"ARG64D\" for file '%s'"
            " error '%s' (%d)\n", size, filename,
            strerror(error), error);
        exit(error);
    }
}
if (StatFlag) {
    error = StatFile(fd, filename);
    if (error) {
        fprintf(stderr, "Can not stat file '%s'"
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (StatPlusFlag) {
    error = StatFilePlus(fd, filename);
    if (error) {
        fprintf(stderr, "Can not do \"stat plus\" on file '%s'"
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (StatFsFlag) {
    error = StatFs(fd, filename);
    if (error) {
        fprintf(stderr, "Can not do StatFs on file '%s'"
            " error '%s' (%d)\n", filename,
            strerror(error), error);
        exit(error);
    }
}
if (OpenStatFlag) {
    error = OpenStatFile(fd, filename);
    if (error) {

```

```

        fprintf(stderr, "Can not open_stat file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (SetAffFlag) {
    if (Verbose) {
        printf("Setting affinity in '%s' to " ARG64X "\n",
                filename, affinity);
    }
    error = CvApi_SetAffinity(fd, affinity);
    if (error) {
        fprintf(stderr, "Can not set affinity for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (GetAffFlag) {
    error = GetAffinity(fd, filename);
    if (error) {
        fprintf(stderr, "Can not get affinity for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (PhysFlag) {
    if (offset_set == 0) {
        fprintf(stderr, "Must supply offset \n");
        Usage();
        exit(3);
    }
    error = GetPhysLoc(fd, filename, offset);
    if (error) {
        fprintf(stderr, "Can not get physical location for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (ConcFlag) {
    error = ConcWrite(fd, filename);
    if (error) {
        fprintf(stderr, "Can not perform concurrent writes for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (NoConcFlag) {
    error = NoConcWrite(fd, filename);
    if (error) {
        fprintf(stderr, "Can not clear concurrent writes for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}

```

```

    }
}
if (SetQuotaFlag) {
    error = SetQuota(fd, quotauser);
    if (error) {
        fprintf(stderr, "Cannot set quota for user %s, error = %d\n",
            quotauser, error);
        exit(error);
    } else {
        printf("Quota for %s successfully set\n", quotauser);
    }
}
if (GetQuotaFlag) {
    error = GetQuota(fd, quotauser);
    if (error) {
        fprintf(stderr, "Cannot get quota for user %s, error = %d\n",
            quotauser, error);
        exit(error);
    }
}
if (InfoFlag) {
    error = SgInfo(fd, sg);
    if (error) {
        fprintf(stderr, "Can not get stripe group info for %d"
            " error '%s' (%d)\n", sg,
            strerror(error), error);
        exit(error);
    }
}
if (DiskFlag) {
    error = DiskInfo(fd, sg);
    if (error) {
        fprintf(stderr, "Can not get disk info for stripe group %d"
            " error '%s' (%d)\n", sg,
            strerror(error), error);
        exit(error);
    }
}
if (SgNameFlag) {
    error = SgOrdinal(fd, sgname);
    if (error) {
        fprintf(stderr, "Can not get stripe group ordinal for %s"
            " error '%s' (%d)\n", sgname,
            strerror(error), error);
        exit(error);
    }
}
if (SgOrdinalFlag) {
    error = SgName(fd, sg);
    if (error) {
        fprintf(stderr, "Can not get stripe group name for %d"
            " error '%s' (%d)\n", sg,
            strerror(error), error);
        exit(error);
    }
}
if (SetRDHoleFlag) {
    error = SetRDHoleFail(fd);

```

```

    if (error) {
        fprintf(stderr, "Can not set RD Hole Fail for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (ClearRDHoleFlag) {
    error = ClearRDHoleFail(fd);
    if (error) {
        fprintf(stderr, "Can not clear RD Hole fail for file '%s'"
                " error '%s' (%d)\n", filename,
                strerror(error), error);
        exit(error);
    }
}
if (VersFlag) {
    error = GetVersionInfo(fd);
    if (error) {
        fprintf(stderr, "Can not retrieve version info "
                " error '%s' (%d)\n",
                strerror(error), error);
        exit(error);
    }
}
if (LoadExtFlag) {
    error = LoadExtents(fd, filename, offset, nbytes);
    if (error) {
        fprintf(stderr, "Can not load " ARG64D " bytes in filename %s, "
                " error '%s' (%d)\n", nbytes, filename,
                strerror(error), error);
        exit(error);
    }
}
if (WaitFlag) {
    printf("Waiting, press return to continue...\n");
    fflush(stdout);
    (void)fgets(waitbuf, sizeof(waitbuf), stdin);
}
return 0 ;
}

```

