

# [MS-RSMP]: Removable Storage Manager (RSM) Remote Protocol Specification

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# 1 Introduction

This document specifies the Removable Storage Manager (RSM) Remote Protocol.

The RSM Remote Protocol is a set of distributed component object model (DCOM) [\[MS-DCOM\]](#) interfaces for applications to manage **robotic changers**, media **libraries**, and tape **drives**. The RSM Remote Protocol deals with detailed low-level operating system and storage concepts. Although the necessary basic concepts are outlined in this specification, this specification assumes reader familiarity with these technologies.

## 1.1 Glossary

The following terms are defined in [\[MS-GLOS\]](#):

**ASCII**  
**Component Object Model (COM)**  
**Endpoint**  
**Globally Unique Identifier (GUID)**  
**Interface Definition Language (IDL)**  
**Opnum**  
**Remote Procedure Call (RPC)**  
**RPC Transport**  
**Session**  
**Unicode**  
**Universally Unique Identifier (UUID)**

The following terms are specific to this document:

**Allocate:** To reserve an RSM resource for exclusive use by a particular client. See also **Deallocate**.

**Application Pool:** A group of media in an RSM system that is specific to a particular client. Each client that uses media managed by the RSM server uses one or more **application pools**.

**Bar Code:** A device-readable physical label that is attached to a **physical medium**.

**Bar Code Reader:** A device capable of reading a **bar code** and transmitting the information encoded on it. A label with a **bar code** is attached to the outside of a **cartridge**. The labels are designed to be both human-readable and computer-readable. **Libraries** that hold media with **bar codes** attached may have a **bar code reader**. There is only one reader per library, which is usually **mounted** on the **transport**.

**Cartridge:** A unit of **physical media** on which information may be stored. **Cartridges** come in various types, including 8-mm tape, magnetic disks, optical disks, and CD-ROMs. Some **cartridges** have multiple **sides**.

**Changer:** An automated mechanical device capable of **mounting** new media without human intervention.

**Cleaner:** A special **cartridge** that cleans the read/write head.

**Deallocate:** To free up a previously **allocated** RSM resource, allowing it to be used by or **allocated** to any future client.

**Decommission:** To take **physical media** out of use.



**Dismount:** To move **physical media** from a **drive** to a **library slot**.

**Door:** A means to gain unconstrained access to the **physical media** in a **library**. When the **door** is open, an administrator can add and remove media from the **library**. See also **Inject/Eject Port**.

**Drive:** A device that can read or write to a **cartridge**. A **library** has at least one **drive**.

**Eject:** To move a **cartridge** out of an RSM system. Ejections are done through a **door** or an **inject/eject (IE) port**. See also **Inject**.

**Free Pool:** A group of media in an RSM system that is freely available to any application. Media in a **free pool** is blank. An application can draw on media from a **free pool** when it needs additional media, and it can return media that it no longer needs to the **free pool**.

**Import Pool:** Media newly placed into the **library** that are sorted by media type. For instance, if an administrator placed a tape written by backup on one system into a **library** attached to a second system, the instance of RSM on the second system recognizes that the tape was written using Microsoft Tape Format (MTF) and places it in the proper media type **import pool**.

**Inject:** To move a **cartridge** into an RSM system. **Injection** is done through a **door** or an **IE port**. See also **Eject**.

**Inject/Eject (IE) Port:** A means to gain constrained access to the **physical media** in a **library**. Media added to a **library** through an **IE port** are not placed directly into a **slot**, but are instead placed in the **IE port**, whereupon the **library** uses the **transport** to move the media from the **IE port** to a **slot**. **IE ports** are also known as mailslots. See also **Door**.

**Inventory:** The act of cataloging all the **physical media** in an RSM system.

**Library:** A storage device that contains one or more tape **drives**, a number of **slots** to hold tape **cartridges**, and an automated method for loading tapes.

**Library Request:** A request from an application for an operation to be performed on a **library**.

**Logical Media:** A set of data independent of the **physical media** it is recorded on. **Logical media** are tracked using **logical media** identifiers (LMID). Because access to the data occurs only through the LMID, RSM can manage the physical location of the data. For example, if the original **cartridge** begins to fail, RSM can move the data to a new **cartridge** without having to notify the application.

**Logical Media Identifier (LMID):** A unique value that identifies a particular **logical media**.

**Magazines:** See **Slots**.

**Media Identifier:** A unique value that identifies a particular piece of media.

**Mount:** To move **physical media** from a **library slot** to a **drive**.

**Offline Library:** Media that has been cataloged by RSM but that does not reside in a **library**. Archived backup tapes on a shelf, for instance, are considered offline media. When a user or administrator moves an offline **cartridge** into a **library**, RSM changes its physical location to the **library** into which it was placed. When a **cartridge** is taken out of a **library**, RSM notes that it now resides in the **offline library**.

**On-Media Identifier (OMID):** An electronically recorded label used to uniquely identify a **side** of a medium in an RSM system.

**Operator Request:** A request for a person (often an administrator, but possibly a user) to perform a task.

**Physical Media:** The tangible media that are inserted into and removed from **libraries** and **mounted** in **drives**.

**Port:** A place to add or remove **physical media** from a **library**.

**Robotic:** Done by mechanical means, without human intervention.

**Side:** An area on a **physical medium** that can store data. Although most **physical media** have only a single **side**, some may have two **sides**. For instance, a magneto-optic (MO) disk has two **sides**: an "A" **side** and a "B" **side**. When an MO disk is placed in a **drive** with the "A" **side** up, the "A" **side** is accessible and the "B" **side** is not. To access the "B" **side**, the disk must be inserted with the "B" **side** up. The data stored on different **sides** of the same **physical medium** are independent of one another.

**Slot:** A storage location within a **library**. For example, a tape **library** has one **slot** for each tape that the **library** can hold. A stand-alone **drive library** has no **slots**. Most **libraries** have at least four **slots**. Sometimes **slots** are organized into collections of **slots** called **magazines**. **Magazines** are usually removable.

**System Pools:** The default media pools present in an RSM system. The **free pool**, the **import pool**, and the **unrecognized pool** are called **system pools**.

**Transport:** A **robotic** device capable of moving a **cartridge** from its **slot** to a **drive** and back again. **Robotic libraries** usually have only one **transport**.

**Unrecognized Pool:** A group of media in an RSM that is not cataloged and is unreadable by the RSM. When a **cartridge** is placed in a **library**, the RSM tries to identify it. If it has not seen this particular medium before and is unable to determine its format or the application that last wrote data on it, the RSM places the **cartridge** in the **unrecognized pool** for its media type. Blank media are treated this way.

**MAY, SHOULD, MUST, SHOULD NOT, MUST NOT:** These terms (in all caps) are used as described in [\[RFC2119\]](#). All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

## 1.2 References

### 1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact [dochelp@microsoft.com](mailto:dochelp@microsoft.com). We will assist you in finding the relevant information. Please check the archive site, <http://msdn2.microsoft.com/en-us/library/E4BD6494-06AD-4aed-9823-445E921C9624>, as an additional source.

[C706] The Open Group, "DCE 1.1: Remote Procedure Call", C706, August 1997, <http://www.opengroup.org/public/pubs/catalog/c706.htm>

[MS-DCOM] Microsoft Corporation, "[Distributed Component Object Model \(DCOM\) Remote Protocol Specification](#)", March 2007.

[MS-DTYP] Microsoft Corporation, "[Windows Data Types](#)", January 2007.

[MS-GLOS] Microsoft Corporation, "[Windows Protocols Master Glossary](#)", March 2007.

[MS-RPCE] Microsoft Corporation, "[Remote Procedure Call Protocol Extensions](#)", January 2007.

[MS-SAMR] Microsoft Corporation, "[Security Account Manager \(SAM\) Remote Protocol Specification \(Client-to-Server\)](#)", June 2007.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, <http://www.ietf.org/rfc/rfc2119.txt>

[SCSI-2] American National Standards Institute, "Information Systems - Small Computer Systems Interface-2 (SCSI-2)", ANSI INCITS 131-1994 (R1999), [http://webstore.ansi.org/RecordDetail.aspx?sku=ANSI+INCITS+131-1994+\(R1999\)](http://webstore.ansi.org/RecordDetail.aspx?sku=ANSI+INCITS+131-1994+(R1999))

**Note** There is a charge to download the specification.

[UNICODE] The Unicode Consortium, "Unicode Home Page", 2006, <http://www.unicode.org/>

### 1.2.2 Informative References

[MSDN-MoveToNtmsMediaPool] Microsoft Corporation, "MoveToNtmsMediaPool", <http://msdn2.microsoft.com/en-us/library/bb540698.aspx>

[MSDN-SetNtmsObjectSecurity] Microsoft Corporation, "SetNtmsObjectSecurity", <http://msdn2.microsoft.com/en-us/library/bb540745.aspx>

## 1.3 Protocol Overview (Synopsis)

The RSM Remote Protocol provides a mechanism for the remote configuration and management of removable storage devices such as robotic changers, media libraries, and tape drives. It allows multiple clients to manage removable media within a single-server system, and share local robotic media libraries, tape drives, and disk drives. The protocol also enables clients to obtain notifications of changes to these storage objects.

Two entities are involved in the RSM Remote Protocol: the server, whose storage is configured, and the client, which accesses and requests changes to the server's storage configuration.

The RSM Remote Protocol is expressed as a set of DCOM interfaces [\[MS-DCOM\]](#).

The client end of the protocol invokes method calls on the interface to perform various tasks with the removable storage on the server. The client also implements some DCOM interfaces to get notifications for changes in the removable storage.

The server end of the protocol implements DCOM interfaces to provide the following functions: [<1>](#)

#### ▪ Session Management

This interface is used to open and close **sessions**. Establishing a session is a prerequisite to using the other functions of the RSM Remote Protocol.

#### ▪ Media Library Management

The Media Library Management interface provides functions that:

- **Eject** or **inject** media from a library.
- Reserve or release a **slot** for cleaning.
- Clean the drive.

- Eject or inject a **cleaner**.
- **Object Management**  
During the initialization process, the server performs an **inventory** of media libraries, tape drives, robotic changers, and so on. The object management functions allow a client to create, delete, modify, or enumerate these objects. The server also maintains a record of all configured objects in the RSM database, which can be used across sessions.
- **Media Management**  
The media management functions enable a client to perform any of the following functions:
  - Create or delete a media pool.
  - **Mount** or **dismount** media.
  - **Allocate**, **deallocate** or **decommission** media.

## 1.4 Relationship to Other Protocols

The RSM Remote Protocol relies on the [DCOM Remote Protocol](#), which uses RPC as its **transport**. See the full specifications in [\[MS-DCOM\]](#) and [\[C706\]](#).

There are no other protocols that rely on the RSM Remote Protocol. The RSM Remote Protocol may be used by applications directly. [<2>](#)

## 1.5 Prerequisites/Preconditions

Network considerations are as specified in [\[MS-DCOM\]](#). The RSM Remote Protocol also assumes that the client has sufficient security privileges to enumerate and configure removable storage on the server. For further specifications, see section [2.1](#).

## 1.6 Applicability Statement

The RSM Remote Protocol is applicable when an application needs to remotely enumerate or configure robotic changers, media libraries, and tape drives.

## 1.7 Versioning and Capability Negotiation

**Supported Transports:** The RSM Remote Protocol uses the [DCOM Remote Protocol](#) [\[MS-DCOM\]](#), which in turn uses RPC [\[C706\]](#) over TCP as its only **transport**. For more information, see section [2.1](#).

**Protocol Version:** The RSM Remote Protocol is composed of 12 DCOM interfaces, all of which are version 1.0.

### 1.7.1 Interfaces for Storage Object Management

Common interfaces implemented by the RSM server:

- [INtmsSession1](#)
- [INtmsObjectManagement1](#)
- [INtmsObjectInfo1](#)

Optional interfaces implemented by the RSM server:

- [INtmsObjectManagement2](#)
- [INtmsObjectManagement3](#)

[<3>](#)

### 1.7.2 Interfaces for Media Library Management

Interfaces implemented by the RSM server for library management:

- [INtmsLibraryControl1](#)

Optional interfaces implemented by the RSM server for library management:

- [INtmsLibraryControl2](#)

[<4>](#)

### 1.7.3 Interfaces for Media Management

Interfaces implemented by the RSM server for managing media:

- [INtmsMediaServices1](#)

Optional interfaces implemented by the RSM server for managing media:

- [IRobustNtmsMediaServices1](#)

[<5>](#)

### 1.7.4 Interfaces for Message and Notification Distribution

Interfaces implemented by the RSM client for supporting message distribution and client notifications:

- [INtmsNotifySink](#)

Optional interfaces implemented by the RSM client for supporting message distribution and client notifications:

- [IClientSink](#)
- [IMessenger](#)

[<6>](#)

The client negotiates for a given set of server functionality by specifying the desired RPC interface's **UUID** via COM IUnknown::QueryInterface ([\[MS-DCOM\]](#) section **3.2.1.5.8**) when binding to the server. Certain interfaces are implemented only by particular objects on the server.

### 1.7.5 Security and Authentication Methods

This protocol allows anyone to establish a connection to the RSM server, and relies upon the underlying RPC protocol to obtain the identity of the user making the method call ([\[MS-RPCE\]](#) section 3.3.3.4.3). The server **SHOULD** use this identity to perform method-specific access checks (section [3.2.5.2](#)).

## 1.8 Vendor-Extensible Fields

There are no vendor-extensible fields for this protocol.

## 1.9 Standards Assignments

The RSM Remote Protocol has no standards assignments. It uses the following private allocations.

Interface	UUID
RPC Interface UUID for INtmsLibraryControl1	4E934F30-341A-11D1-8FB1-00A024CB6019
RPC Interface UUID for INtmsMediaServices1	D02E4BE0-3419-11D1-8FB1-00A024CB6019
RPC Interface UUID for INtmsNotifySink	BB39332C-BFEE-4380-AD8A-BADC8AFF5BB6
RPC Interface UUID for INtmsObjectInfo1	69AB7050-3059-11D1-8FAF-00A024CB6019
RPC Interface UUID for INtmsObjectManagement1	B057DC50-3059-11D1-8FAF-00A024CB6019
RPC Interface UUID for INtmsSession1	8DA03F40-3419-11D1-8FB1-00A024CB6019
RPC Interface UUID for IClientSink	879C8BBE-41B0-11d1-BE11-00C04FB6BF70
RPC Interface UUID for INtmsLibraryControl2	DB90832F-6910-4d46-9F5E-9FD6BFA73903
RPC Interface UUID for INtmsObjectManagement2	895A2C86-270D-489d-A6C0-DC2A9B35280E
RPC Interface UUID for INtmsObjectManagement3	3BBED8D9-2C9A-4b21-8936-ACB2F995BE6C
RPC Interface UUID for IRobustNtmsMediaServices1	7D07F313-A53F-459a-BB12-012C15B1846E
RPC Interface UUID for IMessenger	081E7188-C080-4FF3-9238-29F66D6CABFD

## 2 Messages

The following sections specify how RSM Remote Protocol messages are transported and RSM message syntax.

### 2.1 Transport

Message transport MUST use the Microsoft [DCOM Remote Protocol](#) [MS-DCOM], which is based on RPC [\[C706\]](#).

### 2.2 Message Syntax

This section specifies the enumerations, structures, and methods that the RSM Remote Protocol uses. Unless otherwise specified, all integers MUST be represented in least-significant-byte-first ("little-endian") order.

#### 2.2.1 Common Data Types

The following data types are used in two or more RSM Remote Protocol interfaces.

##### 2.2.1.1 LPGUID

An **LPGUID** is a pointer to a [GUID](#) structure.

This type is declared as follows:

```
typedef GUID* LPGUID;
```

##### 2.2.1.2 NTMS\_GUID

An **NTMS\_GUID** structure is a [GUID](#) structure.

This type is declared as follows:

```
typedef GUID NTMS_GUID;
```

##### 2.2.1.3 LPNTMS\_GUID

An **LPNTMS\_GUID** is a pointer to an [NTMS\\_GUID](#) structure.

This type is declared as follows:

```
typedef GUID* LPNTMS_GUID;
```

#### 2.2.1.4 NTMS\_HANDLE

An **NTMS\_HANDLE** is a 32-bit value identifying an RSM object.

This type is declared as follows:

```
typedef ULONG_PTR NTMS_HANDLE;
```

#### 2.2.1.5 PSECURITY\_DESCRIPTOR\_NTMS

A **PSECURITY\_DESCRIPTOR\_NTMS** is a pointer to a [byte](#).

This type is declared as follows:

```
typedef byte* PSECURITY_DESCRIPTOR_NTMS;
```

#### 2.2.1.6 NtmsObjectsTypes Enumeration

The **NtmsObjectsTypes** enumeration defines the types of RSM objects.

```
typedef enum
{
    NTMS_UNKNOWN = 0,
    NTMS_OBJECT = 1,
    NTMS_CHANGER = 2,
    NTMS_CHANGER_TYPE = 3,
    NTMS_COMPUTER = 4,
    NTMS_DRIVE = 5,
    NTMS_DRIVE_TYPE = 6,
    NTMS_IEDOOR = 7,
    NTMS_IEPORT = 8,
    NTMS_LIBRARY = 9,
    NTMS_LIBREQUEST = 10,
    NTMS_LOGICAL_MEDIA = 11,
    NTMS_MEDIA_POOL = 12,
    NTMS_MEDIA_TYPE = 13,
    NTMS_PARTITION = 14,
    NTMS_PHYSICAL_MEDIA = 15,
    NTMS_STORAGESLOT = 16,
    NTMS_OPREQUEST = 17,
    NTMS_UI_DESTINATION = 18
} NtmsObjectsTypes;
```

**NTMS\_UNKNOWN:** The object type is unknown.



**NTMS\_OBJECT:** The object type is the default.

**NTMS\_CHANGER:** The object is a changer.

**NTMS\_CHANGER\_TYPE:** The object is a type of changer.

**NTMS\_COMPUTER:** The object is the current computer.

**NTMS\_DRIVE:** The object is a drive.

**NTMS\_DRIVE\_TYPE:** The object is a type of drive.

**NTMS\_IEDOOR:** The object is the **door** access mechanism of an online library unit.

**NTMS\_IEPORT:** The object is the **IE port** of an online library unit.

**NTMS\_LIBRARY:** The object is a media library.

**NTMS\_LIBREQUEST:** The object is a **library request**.

**NTMS\_LOGICAL\_MEDIA:** The object is a logical piece of media.

**NTMS\_MEDIA\_POOL:** The object is a media pool.

**NTMS\_MEDIA\_TYPE:** The object is a type of media.

**NTMS\_PARTITION:** The object is a media **side**.

**NTMS\_PHYSICAL\_MEDIA:** The object is a physical piece of media.

**NTMS\_STORAGESLOT:** The object is a slot that can hold media.

**NTMS\_OPREQUEST:** The object is an **operator request**.

**NTMS\_UI\_DESTINATION:** The object is a user interface destination.

### 2.2.1.7 NtmsOpreqCommand Enumeration

The **NtmsOpreqCommand** enumeration defines the type of an operator request.

```
typedef enum
{
    NTMS_OPREQ_UNKNOWN = 0,
    NTMS_OPREQ_NEWMEDIA = 1,
    NTMS_OPREQ_CLEANER = 2,
    NTMS_OPREQ_DEVICESTERVICE = 3,
    NTMS_OPREQ_MOVEMEDIA = 4,
    NTMS_OPREQ_MESSAGE = 5
} NtmsOpreqCommand;
```

**NTMS\_OPREQ\_UNKNOWN:** The request is of an unknown type.

**NTMS\_OPREQ\_NEWMEDIA:** The operator requested new media.

**NTMS\_OPREQ\_CLEANER:** The operator requested cleaner media.

**NTMS\_OPREQ\_DEVICESTERVICE:** The operator requested drive service.

**NTMS\_OPREQ\_MOVEMEDIA:** The operator requested permission to move the specified media to service a mount for offline media, or to eject media and move it to an **offline library**.

**NTMS\_OPREQ\_MESSAGE:** A message defined by and specific to a given application.

#### 2.2.1.8 NtmsNotificationOperations Enumeration

The **NtmsNotificationOperations** enumeration defines the types of sink notifications.

```
typedef enum
{
    NTMS_OBJ_UPDATE = 1,
    NTMS_OBJ_INSERT = 2,
    NTMS_OBJ_DELETE = 3,
    NTMS_EVENT_SIGNAL = 4,
    NTMS_EVENT_COMPLETE = 5
} NtmsNotificationOperations;
```

**NTMS\_OBJ\_UPDATE:** The object has been updated.

**NTMS\_OBJ\_INSERT:** The object has been inserted.

**NTMS\_OBJ\_DELETE:** The object has been deleted.

**NTMS\_EVENT\_SIGNAL:** The object has changed.

**NTMS\_EVENT\_COMPLETE:** The object has completed its operation.

#### 2.2.1.9 NtmsDismountOptions Enumeration

The **NtmsDismountOptions** enumeration defines options for dismount operations.

```
typedef enum
{
    NTMS_DISMOUNT_DEFERRED = 0x0001,
    NTMS_DISMOUNT_IMMEDIATE = 0x0002
} NtmsDismountOptions;
```

**NTMS\_DISMOUNT\_DEFERRED:** Marks the media state as dismountable and keeps the medium in the drive. Subsequent mount requests are satisfied using dismounted or dismountable drives.

**NTMS\_DISMOUNT\_IMMEDIATE:** Dismounts the media immediately.

#### 2.2.1.10 NtmsLmState Enumeration

The **NtmsLmState** enumeration defines the state of a work request.

```
typedef enum
{
    NTMS_LM_QUEUED = 0,
    NTMS_LM_INPROCESS = 1,
    NTMS_LM_PASSED = 2,
    NTMS_LM_FAILED = 3,
}
```

```

    NTMS_LM_INVALID = 4,
    NTMS_LM_WAITING = 5,
    NTMS_LM_CANCELLED = 7,
    NTMS_LM_STOPPED = 8
} NtmsLmState;

```

**NTMS\_LM\_QUEUED:** The work request is queued.

**NTMS\_LM\_INPROCESS:** The work request is being processed.

**NTMS\_LM\_PASSED:** The work request has completed successfully.

**NTMS\_LM\_FAILED:** The work request has completed with an error.

**NTMS\_LM\_INVALID:** The work request is invalid.

**NTMS\_LM\_WAITING:** The work request is blocked.

**NTMS\_LM\_CANCELLED:** The work request has been canceled.

**NTMS\_LM\_STOPPED:** The work request has been stopped.

### 2.2.1.11 NTMS\_LIBRARYINFORMATION Structure

The **NTMS\_LIBRARYINFORMATION** structure defines properties specific to a library object.

```

typedef struct _NTMS_LIBRARYINFORMATION {
    DWORD LibraryType;
    NTMS_GUID CleanerSlot;
    NTMS_GUID CleanerSlotDefault;
    BOOL LibrarySupportsDriveCleaning;
    BOOL BarCodeReaderInstalled;
    DWORD InventoryMethod;
    DWORD dwCleanerUsesRemaining;
    DWORD FirstDriveNumber;
    DWORD dwNumberOfDrives;
    DWORD FirstSlotNumber;
    DWORD dwNumberOfSlots;
    DWORD FirstDoorNumber;
    DWORD dwNumberOfDoors;
    DWORD FirstPortNumber;
    DWORD dwNumberOfPorts;
    DWORD FirstChangerNumber;
    DWORD dwNumberOfChangers;
    DWORD dwNumberOfMedia;
    DWORD dwNumberOfMediaTypes;
    DWORD dwNumberOfLibRequests;
    GUID Reserved;
    BOOL AutoRecovery;
    DWORD dwFlags;
} NTMS_LIBRARYINFORMATION;

```

**LibraryType:** The library type object. This MUST be one of the following values.

Value	Meaning
NTMS_LIBRARYTYPE_UNKNOWN 0x00000000	The library type cannot be determined.
NTMS_LIBRARYTYPE_OFFLINE 0x00000001	The library is not accessible.
NTMS_LIBRARYTYPE_ONLINE 0x00000002	A robotic element that automates the mounting and dismounting of media into one or more drives.
NTMS_LIBRARYTYPE_STANDALONE 0x00000003	A stand-alone drive that is modeled as a library with one drive in RSM.

**CleanerSlot:** Specifies, for each library, the slot that was assigned to the cleaner **cartridge**. If no cleaner slot is defined for this library, this member MUST be NULL.

**CleanerSlotDefault:** Specifies a library's default or preferred cleaner slot. If there is no preferred slot, this MUST be NULL.

**LibrarySupportsDriveCleaning:** Used by drives requiring cleaning under automated control. If TRUE, automatic drive cleaning operations are enabled; otherwise, cleaning operations are not enabled.

**BarCodeReaderInstalled:** This MUST return TRUE if a **bar code reader** is installed in a library; otherwise, it MUST return FALSE.

**InventoryMethod:** A default or user-selected method for performing an inventory of this library. This MUST be one of the following values.

Value	Meaning
NTMS_INVENTORY_NONE 0x00000000	An inventory MUST NOT be performed after the library door is closed. An inventory might be required if a mount label check fails.
NTMS_INVENTORY_FAST 0x00000001	If the library has a bar code reader installed, a <b>bar code</b> inventory MUST be performed. If the library does not have a bar code reader, a differential inventory MUST be performed (slots that transitioned from empty to full are added).
NTMS_INVENTORY_OMID 0x00000002	A full inventory MUST be performed. A full inventory involves mounting each side in a library and reading the on-media identification from the media.

**dwCleanerUsesRemaining:** The number of uses remaining on the cleaner in the library. This member MUST be 0 if no cleaner is present, or if the library does not support cleaning.

**FirstDriveNumber:** The number of the first drive in the library.

**dwNumberOfDrives:** The number of drives in the library.

**FirstSlotNumber:** The number of the first slot in the library.

**dwNumberOfSlots:** The number of slots in the library.

**FirstDoorNumber:** The number of the first access door in the library.

**dwNumberOfDoors:** The number of access doors in the library.

**FirstPortNumber:** The number of the first IE port in the library.

**dwNumberOfPorts:** The number of IE ports in the library.

**FirstChangerNumber:** The number of the first changer in the library.

**dwNumberOfChangers:** The number of changers in the library.

**dwNumberOfMedia:** The number of media in the online or offline library.

**dwNumberOfMediaTypes:** The number of media types that the library supports.

**dwNumberOfLibRequests:** The number of current library requests.

**Reserved:** This MUST be 0 and MUST be ignored on receipt.

**AutoRecovery:** If the mount operation fails and this member is TRUE, a full inventory MUST be performed. If this member is FALSE, a full inventory MUST NOT be performed. The failure may be either a hardware or a label mismatch. For ATAPI CD libraries, this member MUST NOT be set to FALSE. The default value is TRUE.

**dwFlags:** This member MUST be one or more of the following values.

Value	Meaning
NTMS_LIBRARYFLAG_FIXEDOFFLINE 0x01	The library is an offline library, not a library that is not present.
NTMS_LIBRARYFLAG_CLEANERPRESENT 0x02	A cleaner is present in the changer.
NTMS_LIBRARYFLAG_IGNORECLEANERUSESREMAINING 0x08	The cleaner cartridge MUST be used until it no longer cleans the drive, instead of keeping track of the number of cleanings left. This flag MUST NOT be set by the client. The server MUST set the flag if <b>dwCleanerUsesRemaining</b> is 0xFFFFFFFF, and the server MUST clear the flag otherwise.
NTMS_LIBRARYFLAG_RECOGNIZECLEANERBARCODE 0x10	Bar-coded cartridges that have CLN as a prefix MUST be treated as cleaner cartridges, instead of mounting them in the drive to identify them.

The **NTMS\_LIBRARYINFORMATION** structure defines properties specific to a library object.

## 2.2.2 INtmsLibraryControl1 Data Types

### 2.2.2.1 NtmsEjectOperation Enumeration

The **NtmsEjectOperation** enumeration defines the types of actions to perform in an eject operation.

```
typedef enum
{
    NTMS_EJECT_START = 0,
```

```

NTMS_EJECT_STOP = 1,
NTMS_EJECT_QUEUE = 2,
NTMS_EJECT_FORCE = 3,
NTMS_EJECT_IMMEDIATE = 4,
NTMS_EJECT_ASK_USER = 5
} NtmsEjectOperation;

```

**NTMS\_EJECT\_START:** Start an eject operation on a **port**. The specified medium **MUST** be ejected unless the action times out or NTMS\_EJECT\_STOP is issued. The time-out value is specified in the library object, and **MUST** be applied to all ejects in the library.

**NTMS\_EJECT\_STOP:** Terminate the ejection process.

**NTMS\_EJECT\_QUEUE:** Queue the specified media for ejection, for multislot NTMS\_IEPORT objects.

**NTMS\_EJECT\_FORCE:** Start an eject operation on a port, even if the media is in use.

**NTMS\_EJECT\_IMMEDIATE:** Start an eject operation on a port, and block it until it completes.

**NTMS\_EJECT\_ASK\_USER:** Confirm the ejection operation with a user interface message if the medium is in use.

### 2.2.2.2 NtmsInjectOperation Enumeration

The **NtmsInjectOperation** enumeration defines the types of actions to perform in an inject operation.

```

typedef enum
{
    NTMS_INJECT_START = 0,
    NTMS_INJECT_STOP = 1,
    NTMS_INJECT_RETRACT = 2,
    NTMS_INJECT_STARTMANY = 3
} NtmsInjectOperation;

```

**NTMS\_INJECT\_START:** Start the insert operation on a port. All media in the port **MUST** be inserted until either the operation times out or NTMS\_INJECT\_STOP is issued.

**NTMS\_INJECT\_STOP:** Terminate the insertion process.

**NTMS\_INJECT\_RETRACT:** Direct the library to retract the IE port and check for media that the operator placed there.

**NTMS\_INJECT\_STARTMANY:** Direct the IE port to open continually and check for media that the operator placed there. If media are found, the IE port **MUST** be reopened to receive more media.

### 2.2.2.3 NtmsInventoryMethod Enumeration

The **NtmsInventoryMethod** enumeration defines the types of inventory actions to perform.

```

typedef enum
{

```

```

NTMS_INVENTORY_NONE = 0,
NTMS_INVENTORY_FAST = 1,
NTMS_INVENTORY_OMID = 2,
NTMS_INVENTORY_DEFAULT = 3,
NTMS_INVENTORY_SLOT = 4,
NTMS_INVENTORY_STOP = 5
} NtmsInventoryMethod;

```

**NTMS\_INVENTORY\_NONE:** After the user closes the doors, the media MUST be mounted, and the label is checked against the label already in the database. If the labels do not match, an inventory MUST be performed; otherwise, an inventory MUST NOT be performed.

**NTMS\_INVENTORY\_FAST:** After the user closes the doors, a full inventory MUST be performed. If the library has a bar code reader installed, a bar code inventory MUST be performed. If the library does not have a bar code reader, a differential inventory MUST be performed. The **on-media identifiers** MUST be checked on each medium placed in an empty slot while the doors are open.

**NTMS\_INVENTORY\_OMID:** After the user closes the doors, a full inventory MUST be performed.

**NTMS\_INVENTORY\_DEFAULT:** The default inventory type specified by the user.

**NTMS\_INVENTORY\_SLOT:** Inventories only the storage slot.

**NTMS\_INVENTORY\_STOP:** Terminates the inventory process.

### 2.2.3 INtmsMediaServices1 Data Types

#### Structures

The [INtmsMediaServices1](#) interface utilizes the following structures.

Structure	Description
<a href="#">SECURITY_ATTRIBUTES_NTMS</a>	Contains the security descriptor for an object.
<a href="#">NTMS_ALLOCATION_INFORMATION</a>	Contains information about the source media pool from which a medium was taken.
<a href="#">NTMS_MOUNT_INFORMATION</a>	Defines mount information for the management of removable storage libraries.

#### Enumerations

The **INtmsMediaServices1** interface utilizes the following enumerations.

Enumeration	Description
<a href="#">NtmsAllocateOptions</a>	Defines options for media allocation.
<a href="#">NtmsCreateOptions</a>	Defines the types of creation operations.
<a href="#">NtmsMountOptions</a>	Defines options for mount operations.

Enumeration	Description
<a href="#">NtmsMountPriority</a>	Defines the priority of mount requests.

### 2.2.3.1 NtmsAllocateOptions Enumeration

The **NtmsAllocateOptions** enumeration defines options for media allocation.

```
typedef enum
{
    NTMS_ALLOCATE_NEW = 0x0001,
    NTMS_ALLOCATE_NEXT = 0x0002,
    NTMS_ALLOCATE_ERROR_IF_UNAVAILABLE = 0x0004
} NtmsAllocateOptions;
```

**NTMS\_ALLOCATE\_NEW:** Allocates a side of the specified medium that MUST NOT be shared with another application's **logical media**. For example, this value could be used to reserve the second side of a piece of two-sided optical media. This value is mutually exclusive with NTMS\_ALLOCATE\_NEXT, and the user MUST NOT use both values in the same call.

**NTMS\_ALLOCATE\_NEXT:** MUST allocate the next side of the multisided medium that was previously allocated with the NTMS\_ALLOCATE\_NEW value. This allows a single application to use both sides of a two-sided medium, and ensures that the application owns all the data on the **physical medium**. If all sides of the medium are already allocated, the request MUST fail. This value is mutually exclusive with NTMS\_ALLOCATE\_NEW, and the user MUST NOT use both values in the same call.

**NTMS\_ALLOCATE\_ERROR\_IF\_UNAVAILABLE:** MUST prevent the submission of an operator request for new media if none can be allocated with the specified constraints.

### 2.2.3.2 NtmsCreateOptions Enumeration

The **NtmsCreateOptions** enumeration defines the types of creation operations.

```
typedef enum
{
    NTMS_OPEN_EXISTING = 0x0001,
    NTMS_CREATE_NEW = 0x0002,
    NTMS_OPEN_ALWAYS = 0x0003
} NtmsCreateOptions;
```

**NTMS\_OPEN\_EXISTING:** Open an existing media pool by name.

**NTMS\_CREATE\_NEW:** Open an existing media pool. If the pool does not already exist, it MUST be created.

**NTMS\_OPEN\_ALWAYS:** Create a new media pool.

### 2.2.3.3 NtmsMountOptions Enumeration

The **NtmsMountOptions** enumeration defines options for mount operations.



```
typedef enum
{
    NTMS_MOUNT_READ = 0x0001,
    NTMS_MOUNT_WRITE = 0x0002,
    NTMS_MOUNT_ERROR_NOT_AVAILABLE = 0x0004,
    NTMS_MOUNT_ERROR_OFFLINE = 0x0008,
    NTMS_MOUNT_SPECIFIC_DRIVE = 0x0010,
    NTMS_MOUNT_NOWAIT = 0x0020
} NtmsMountOptions;
```

**NTMS\_MOUNT\_READ:** Mount the media with read access enabled.

**NTMS\_MOUNT\_WRITE:** Mount the media with write access enabled. Media that are marked as completed MUST NOT be mounted with write access enabled.

**NTMS\_MOUNT\_ERROR\_NOT\_AVAILABLE:** Return an error if the media or a drive is not available.

**NTMS\_MOUNT\_ERROR\_OFFLINE:** Return an error if the media specified is not currently in an online library.

**NTMS\_MOUNT\_SPECIFIC\_DRIVE:** Mount the media into the drives.

**NTMS\_MOUNT\_NOWAIT:** Specify that the server MUST NOT wait for the mount request to complete.

#### 2.2.3.4 NtmsMountPriority Enumeration

The **NtmsMountPriority** enumeration defines the priority of mount requests.

```
typedef enum
{
    NTMS_PRIORITY_DEFAULT = 0,
    NTMS_PRIORITY_HIGHEST = 15,
    NTMS_PRIORITY_HIGH = 7,
    NTMS_PRIORITY_NORMAL = 0,
    NTMS_PRIORITY_LOW = -7,
    NTMS_PRIORITY_LOWEST = -15
} NtmsMountPriority;
```

**NTMS\_PRIORITY\_DEFAULT:** Specify the default priority.

**NTMS\_PRIORITY\_HIGHEST:** Specify the highest priority.

**NTMS\_PRIORITY\_HIGH:** Specify mounts that are time-critical.

**NTMS\_PRIORITY\_NORMAL:** Specify mounts that are not time-critical.

**NTMS\_PRIORITY\_LOW:** Specify that mounts be performed as a background activity.

**NTMS\_PRIORITY\_LOWEST:** Specify the lowest priority.

#### 2.2.3.5 SECURITY\_ATTRIBUTES\_NTMS Structure

The **SECURITY\_ATTRIBUTES\_NTMS** structure contains the security descriptor for an object.

```
typedef struct _SECURITY_ATTRIBUTES_NTMS {
    DWORD nLength;
    [size_is(nDescriptorLength)] byte* lpSecurityDescriptor;
    BOOL bInheritHandle;
    DWORD nDescriptorLength;
} SECURITY_ATTRIBUTES_NTMS,
*LPSECURITY_ATTRIBUTES_NTMS;
```

**nLength:** The size, in bytes, of the particular instance of the structure containing this field.

**lpSecurityDescriptor:** A pointer to a security descriptor for the object that controls the sharing of that object. Security descriptors are specified in [\[MS-DTYP\]](#).

**bInheritHandle:** If set to TRUE, the new process MUST inherit the handle; if set to FALSE, the handle MUST NOT be inherited.

**nDescriptorLength:** The size, in bytes, of the descriptor.

### 2.2.3.6 NTMS\_ALLOCATION\_INFORMATION Structure

The **NTMS\_ALLOCATION\_INFORMATION** structure contains information about the source media pool from which a medium was taken.

```
typedef struct _NTMS_ALLOCATION_INFORMATION {
    DWORD dwSize;
    byte* lpReserved;
    NTMS_GUID AllocatedFrom;
} NTMS_ALLOCATION_INFORMATION,
*LPNTMS_ALLOCATION_INFORMATION;
```

**dwSize:** The size, in bytes, of the structure.

**lpReserved:** Unused. This value MUST be NULL and MUST be ignored on receipt.

**AllocatedFrom:** The **GUID** of the media source (that is, an **import pool** or any other user-defined pool).

### 2.2.3.7 NTMS\_MOUNT\_INFORMATION Structure

The **NTMS\_MOUNT\_INFORMATION** structure defines mount information for the management of removable storage libraries.

```
typedef struct _NTMS_MOUNT_INFORMATION {
    DWORD dwSize;
    byte* lpReserved;
} NTMS_MOUNT_INFORMATION,
*LPNTMS_MOUNT_INFORMATION;
```

**dwSize:** The size, in bytes, of the structure.

**IpReserved:** Unused. This value MUST be NULL and MUST be ignored on receipt.

## 2.2.4 INtmsObjectInfo1 Data Types

### Enumerations

The [INtmsObjectInfo1](#) interface utilizes the following enumerations.

Enumeration	Description
<a href="#">NtmsBarCodeState</a>	Defines the state of a bar code.
<a href="#">NtmsDriveState</a>	Defines the state of a drive.
<a href="#">NtmsLmOperation</a>	Defines the type of an operation request.
<a href="#">NtmsMediaState</a>	Defines the state of a piece of physical media.
<a href="#">NtmsOperationalState</a>	Defines the operational state of an RSM object.
<a href="#">NtmsOpreqState</a>	Defines the state of an operator request.
<a href="#">NtmsPartitionState</a>	Defines the state of a media side.

### Structures

The **INtmsObjectInfo1** interface utilizes the following structures.

Structure	Description
<a href="#">NTMS_CHANGERINFORMATIONA</a>	Describes the properties of a changer object as a sequence of ASCII characters.
<a href="#">NTMS_CHANGERINFORMATIONW</a>	Describes the properties of a changer object as a sequence of Unicode <a href="#">[UNICODE]</a> characters.
<a href="#">NTMS_CHANGERTYPEINFORMATIONA</a>	Describes the properties specific to a type of changer in ASCII.
<a href="#">NTMS_CHANGERTYPEINFORMATIONW</a>	Describes the properties specific to a type of changer in Unicode.
<a href="#">NTMS_DRIVEINFORMATIONA</a>	Describes the properties of a drive object as a sequence of ASCII characters.
<a href="#">NTMS_DRIVEINFORMATIONW</a>	Describes the properties of a drive object as a sequence of Unicode characters.
<a href="#">NTMS_DRIVETYPEINFORMATIONA</a>	Describes the properties specific to a type of drive in ASCII.
<a href="#">NTMS_DRIVETYPEINFORMATIONW</a>	Describes the properties specific to a type of drive in Unicode.
<a href="#">NTMS_LIBREQUESTINFORMATIONA</a>	Describes the properties of a work request in ASCII.
<a href="#">NTMS_LIBREQUESTINFORMATIONW</a>	Describes the properties of a work request in Unicode.
<a href="#">NTMS_MEDIAPOOLINFORMATION</a>	Defines the properties specific to a media pool object.

Structure	Description
<a href="#"><u>NTMS_MEDIATYPEINFORMATION</u></a>	Defines the properties specific to a type of media supported by RSM.
<a href="#"><u>NTMS_OBJECTINFORMATIONA</u></a>	Describes the properties of RSM objects in ASCII.
<a href="#"><u>NTMS_OBJECTINFORMATIONW</u></a>	Describes the properties of RSM objects in Unicode.
<a href="#"><u>NTMS_STORAGE_SLOTINFORMATION</u></a>	Defines properties specific to a storage slot object.
<a href="#"><u>NTMS_IEDOORINFORMATION</u></a>	Defines properties specific to an insert/eject door object.
<a href="#"><u>NTMS_IEPORTINFORMATION</u></a>	Defines properties specific to an IE port object.
<a href="#"><u>NTMS_LMIDINFORMATION</u></a>	Defines the properties specific to a logical media object.
<a href="#"><u>NTMS_COMPUTERINFORMATION</u></a>	Defines the properties specific to the RSM server.
<a href="#"><u>NTMS_OPREQUESTINFORMATIONA</u></a>	Describes the properties of an operator request in ASCII.
<a href="#"><u>NTMS_OPREQUESTINFORMATIONW</u></a>	Describes the properties of an operator request in Unicode.
<a href="#"><u>NTMS_PARTITIONINFORMATIONA</u></a>	Describes the properties of a media side object as a sequence of ASCII characters.
<a href="#"><u>NTMS_PARTITIONINFORMATIONW</u></a>	Describes the properties of a media side object as a sequence of Unicode characters.
<a href="#"><u>NTMS_P MIDINFORMATIONA</u></a>	Describes the properties of a physical media object as a sequence of ASCII characters.
<a href="#"><u>NTMS_P MIDINFORMATIONW</u></a>	Describes the properties of a physical media object as a sequence of Unicode characters.

#### 2.2.4.1 NtmsBarCodeState Enumeration

The **NtmsBarCodeState** enumeration defines the state of a bar code.

```
typedef enum
{
    NTMS_BARCODESTATE_OK = 1,
    NTMS_BARCODESTATE_UNREADABLE = 2
} NtmsBarCodeState;
```

**NTMS\_BARCODESTATE\_OK:** The medium has a readable bar code.

**NTMS\_BARCODESTATE\_UNREADABLE:** The medium either does not have a bar code, or the bar code is unreadable.

#### 2.2.4.2 NtmsDriveState Enumeration

The **NtmsDriveState** enumeration defines the states of a drive.

```
typedef enum
{
```

```

NTMS_DRIVESTATE_DISMOUNTED = 0,
NTMS_DRIVESTATE_MOUNTED = 1,
NTMS_DRIVESTATE_LOADED = 2,
NTMS_DRIVESTATE_UNLOADED = 5,
NTMS_DRIVESTATE_BEING_CLEANED = 6,
NTMS_DRIVESTATE_DISMOUNTABLE = 7
} NtmsDriveState;

```

**NTMS\_DRIVESTATE\_DISMOUNTED:** No medium is in the drive.

**NTMS\_DRIVESTATE\_MOUNTED:** A medium is mounted in the drive, but is not yet ready for access.

**NTMS\_DRIVESTATE\_LOADED:** A medium is mounted in the drive, and is loaded for access.

**NTMS\_DRIVESTATE\_UNLOADED:** A medium has been dismounted, and the drive is ready to be opened.

**NTMS\_DRIVESTATE\_BEING\_CLEANED:** The drive is being cleaned and is unavailable.

**NTMS\_DRIVESTATE\_DISMOUNTABLE:** If a library is set for deferred dismounts, the medium might be left in the drive of the library when it is dismounted. RSM can satisfy mount requests for loaded and dismounted drives.

### 2.2.4.3 NtmsLmOperation Enumeration

The **NtmsLmOperation** enumeration defines the types of operation requests.

```

typedef enum
{
    NTMS_LM_REMOVE = 0,
    NTMS_LM_DISABLECHANGER = 1,
    NTMS_LM_DISABLELIBRARY = 1,
    NTMS_LM_ENABLECHANGER = 2,
    NTMS_LM_ENABLELIBRARY = 2,
    NTMS_LM_DISABLEDRIVE = 3,
    NTMS_LM_ENABLEDRIVE = 4,
    NTMS_LM_DISABLEMEDIA = 5,
    NTMS_LM_ENABLEMEDIA = 6,
    NTMS_LM_UPDATEOMID = 7,
    NTMS_LM_INVENTORY = 8,
    NTMS_LM_DOORACCESS = 9,
    NTMS_LM_EJECT = 10,
    NTMS_LM_EJECTCLEANER = 11,
    NTMS_LM_INJECT = 12,
    NTMS_LM_INJECTCLEANER = 13,
    NTMS_LM_PROCESSOMID = 14,
    NTMS_LM_CLEANDRIVE = 15,
    NTMS_LM_DISMOUNT = 16,
    NTMS_LM_MOUNT = 17,
    NTMS_LM_WRITESCRATCH = 18,
    NTMS_LM_CLASSIFY = 19,
    NTMS_LM_RESERVECLEANER = 20,
    NTMS_LM_RELEASECLEANER = 21
} NtmsLmOperation;

```

**NTMS\_LM\_REMOVE:** Remove a work item from the queue.

**NTMS\_LM\_DISABLECHANGER:** Disable a changer.

**NTMS\_LM\_DISABLELIBRARY:** Disable a library.

**NTMS\_LM\_ENABLECHANGER:** Enable a changer.

**NTMS\_LM\_ENABLELIBRARY:** Enable a library.

**NTMS\_LM\_DISABLEDRIE:** Disable a drive.

**NTMS\_LM\_ENABLEDRIE:** Enable a drive.

**NTMS\_LM\_DISABLEMEDIA:** Disable a piece of media.

**NTMS\_LM\_ENABLEMEDIA:** Enable a piece of media.

**NTMS\_LM\_UPDATEOMID:** Update an on-media identifier.

**NTMS\_LM\_INVENTORY:** Perform an inventory of a library.

**NTMS\_LM\_DOORACCESS:** Allow access to media through a library unit door.

**NTMS\_LM\_EJECT:** Eject a piece of media from a library.

**NTMS\_LM\_EJECTCLEANER:** Eject a cleaner.

**NTMS\_LM\_INJECT:** Insert a piece of media into a library.

**NTMS\_LM\_INJECTCLEANER:** Insert a cleaner.

**NTMS\_LM\_PROCESSOMID:** Process an on-media identifier of a piece of media.

**NTMS\_LM\_CLEANDRIE:** Clean a drive.

**NTMS\_LM\_DISMOUNT:** Dismount a piece of media from a drive.

**NTMS\_LM\_MOUNT:** Mount a side to a drive.

**NTMS\_LM\_WRITESCRATCH:** Write to a free label.

**NTMS\_LM\_CLASSIFY:** Classify a piece of media.

**NTMS\_LM\_RESERVECLEANER:** Reserve a cleaner slot.

**NTMS\_LM\_RELEASECLEANER:** Release a cleaner slot.

#### 2.2.4.4 NtmsMediaState Enumeration

The **NtmsMediaState** enumeration defines the physical states of media.

```
typedef enum
{
    NTMS_MEDIASTATE_IDLE = 0,
    NTMS_MEDIASTATE_INUSE = 1,
    NTMS_MEDIASTATE_MOUNTED = 2,
    NTMS_MEDIASTATE_LOADED = 3,
    NTMS_MEDIASTATE_UNLOADED = 4,
```

```

    NTMS_MEDIASTATE_OPERROR = 5,
    NTMS_MEDIASTATE_OPREQ = 6
} NtmsMediaState;

```

**NTMS\_MEDIASTATE\_IDLE:** The medium is in a slot in a library, in a dismounted drive, or in an offline library.

**NTMS\_MEDIASTATE\_INUSE:** The medium is marked as being in use.

**NTMS\_MEDIASTATE\_MOUNTED:** The medium is placed in a drive.

**NTMS\_MEDIASTATE\_LOADED:** The medium is available.

**NTMS\_MEDIASTATE\_UNLOADED:** The medium is ready to be removed from a drive.

**NTMS\_MEDIASTATE\_OPERROR:** The medium is in a recoverable error state. No operator intervention is required.

**NTMS\_MEDIASTATE\_OPREQ:** The medium is waiting for an operator request.

#### 2.2.4.5 NtmsOperationalState Enumeration

The **NtmsOperationalState** enumeration defines the operational state of an object.

```

typedef enum
{
    NTMS_READY = 0,
    NTMS_INITIALIZING = 10,
    NTMS_NEEDS_SERVICE = 20,
    NTMS_NOT_PRESENT = 21
} NtmsOperationalState;

```

**NTMS\_READY:** The object is ready.

**NTMS\_INITIALIZING:** The object is initializing and is not yet available.

**NTMS\_NEEDS\_SERVICE:** The object has failed and requires service.

**NTMS\_NOT\_PRESENT:** The object is not present.

#### 2.2.4.6 NtmsOpreqState Enumeration

The **NtmsOpreqState** enumeration defines the state of an operator request.

```

typedef enum
{
    NTMS_OPSTATE_UNKNOWN = 0,
    NTMS_OPSTATE_SUBMITTED = 1,
    NTMS_OPSTATE_ACTIVE = 2,
    NTMS_OPSTATE_INPROGRESS = 3,
    NTMS_OPSTATE_REFUSED = 4,
    NTMS_OPSTATE_COMPLETE = 5
} NtmsOpreqState;

```

**NTMS\_OPSTATE\_UNKNOWN:** The operator request is in an unknown state.

**NTMS\_OPSTATE\_SUBMITTED:** The operator request was submitted, but has not been read by an operator console.

**NTMS\_OPSTATE\_ACTIVE:** The operator request has been read by one or more operator consoles, and might be in progress.

**NTMS\_OPSTATE\_INPROGRESS:** The user acknowledged the operator request, and is in the process of performing the service.

**NTMS\_OPSTATE\_REFUSED:** The user rejected the operator service request.

**NTMS\_OPSTATE\_COMPLETE:** The user completed the operator service request.

#### 2.2.4.7 NtmsPartitionState Enumeration

The **NtmsPartitionState** enumeration defines the states of a side.

```
typedef enum
{
    NTMS_PARTSTATE_UNKNOWN = 0,
    NTMS_PARTSTATE_UNPREPARED = 1,
    NTMS_PARTSTATE_INCOMPATIBLE = 2,
    NTMS_PARTSTATE_DECOMMISSIONED = 3,
    NTMS_PARTSTATE_AVAILABLE = 4,
    NTMS_PARTSTATE_ALLOCATED = 5,
    NTMS_PARTSTATE_COMPLETE = 6,
    NTMS_PARTSTATE_FOREIGN = 7,
    NTMS_PARTSTATE_IMPORT = 8,
    NTMS_PARTSTATE_RESERVED = 9
} NtmsPartitionState;
```

**NTMS\_PARTSTATE\_UNKNOWN:** The side is in an unknown state.

**NTMS\_PARTSTATE\_UNPREPARED:** The medium is waiting for a free label to be applied.

**NTMS\_PARTSTATE\_INCOMPATIBLE:** The medium was found to be incompatible with the drive in which it is mounted.

**NTMS\_PARTSTATE\_DECOMMISSIONED:** The medium is unsuitable for data storage, and is no longer usable.

**NTMS\_PARTSTATE\_AVAILABLE:** The medium is available to be allocated.

**NTMS\_PARTSTATE\_ALLOCATED:** The medium has been allocated to an application.

**NTMS\_PARTSTATE\_COMPLETE:** The medium has been completely written and marked as complete by an application.

**NTMS\_PARTSTATE\_FOREIGN:** The medium is in an **unrecognized pool**.

**NTMS\_PARTSTATE\_IMPORT:** The medium is in the import pool.

**NTMS\_PARTSTATE\_RESERVED:** The side is reserved.



#### 2.2.4.8 NTMS\_CHANGERINFORMATIONA Structure

The **NTMS\_CHANGERINFORMATIONA** structure describes the properties of a changer object as a sequence of ASCII characters.

```
typedef struct _NTMS_CHANGERINFORMATIONA {
    DWORD Number;
    NTMS_GUID ChangerType;
    char szSerialNumber[32];
    char szRevision[32];
    char szDeviceName[64];
    unsigned short ScsiPort;
    unsigned short ScsiBus;
    unsigned short ScsiTarget;
    unsigned short ScsiLun;
    NTMS_GUID Library;
} NTMS_CHANGERINFORMATIONA;
```

**Number:** The number of the changer within the online library.

**ChangerType:** An identifier of the type object for the changer.

**szSerialNumber:** A serial number for the changer in a null-terminated ASCII-character string. Devices that do not support serial numbers MUST report NULL for this member.

**szRevision:** A null-terminated sequence of ASCII characters specifying the revision of the changer.

**szDeviceName:** A null-terminated sequence of ASCII characters specifying the name of the device used to access the changer.

**ScsiPort:** The small computer system interface (SCSI) [\[SCSI-2\]](#) host adapter to which the changer is connected.

**ScsiBus:** The SCSI bus to which the changer is connected.

**ScsiTarget:** The SCSI target identifier of the changer.

**ScsiLun:** The SCSI logical unit identifier of the changer.

**Library:** The identifier of the library that contains the changer.

#### 2.2.4.9 NTMS\_CHANGERINFORMATIONW Structure

The **NTMS\_CHANGERINFORMATIONW** structure describes the properties of a changer object as a sequence of Unicode [\[UNICODE\]](#) characters.

```
typedef struct _NTMS_CHANGERINFORMATIONW {
    DWORD Number;
    NTMS_GUID ChangerType;
    wchar_t szSerialNumber[32];
    wchar_t szRevision[32];
    wchar_t szDeviceName[64];
    unsigned short ScsiPort;
    unsigned short ScsiBus;
```

```

    unsigned short ScsiTarget;
    unsigned short ScsiLun;
    NTMS_GUID Library;
} NTMS_CHANGERINFORMATIONW;

```

**Number:** The number of the changer within the online library.

**ChangerType:** The identifier of the type object for the changer.

**szSerialNumber:** The serial number for the changer in a null-terminated string. Devices that do not support serial numbers MUST report NULL for this member.

**szRevision:** A null-terminated sequence of Unicode characters specifying the revision of the changer.

**szDeviceName:** A null-terminated sequence of Unicode characters specifying the name of the device used to access the changer.

**ScsiPort:** The SCSI [\[SCSI-2\]](#) host adapter to which the changer is connected.

**ScsiBus:** The SCSI bus to which the changer is connected.

**ScsiTarget:** The SCSI target identifier of the changer.

**ScsiLun:** The SCSI logical unit identifier of the changer.

**Library:** The identifier of the library that contains the changer.

#### 2.2.4.10 NTMS\_CHANGERTYPEINFORMATIONA Structure

The **NTMS\_CHANGERTYPEINFORMATIONA** structure describes the properties specific to a type of changer, as a sequence of ASCII characters.

```

typedef struct _NTMS_CHANGERTYPEINFORMATIONA {
    char szVendor[128];
    char szProduct[128];
    DWORD DeviceType;
} NTMS_CHANGERTYPEINFORMATIONA;

```

**szVendor:** A null-terminated sequence of ASCII characters specifying the name of the changer vendor, acquired from device inquiry data. If no name is available, this MUST contain an empty string.

**szProduct:** A null-terminated sequence of ASCII characters specifying the name of the changer product, acquired through SCSI commands. If no name is available, this MUST contain an empty string.

**DeviceType:** The following SCSI device type [\[SCSI-2\]](#) acquired from device inquiry data.

Value	Meaning
FILE_DEVICE_CHANGER	Device is a changer.

Value	Meaning
0x00000030	

#### 2.2.4.11 NTMS\_CHANGERTYPEINFORMATIONW Structure

The **NTMS\_CHANGERTYPEINFORMATIONW** structure describes the properties specific to a type of changer, in Unicode.

```
typedef struct _NTMS_CHANGERTYPEINFORMATIONW {
    wchar_t szVendor[128];
    wchar_t szProduct[128];
    DWORD DeviceType;
} NTMS_CHANGERTYPEINFORMATIONW;
```

**szVendor:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the changer vendor, acquired from device inquiry data. If no name is available, this **MUST** contain an empty string.

**szProduct:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the changer product, acquired from device inquiry data. If no name is available, this **MUST** contain an empty string.

**DeviceType:** The following SCSI device type [\[SCSI-2\]](#) acquired through SCSI commands.

Value	Meaning
FILE_DEVICE_CHANGER 0x00000030	Device is a changer.

#### 2.2.4.12 NTMS\_DRIVEINFORMATIONA Structure

The **NTMS\_DRIVEINFORMATIONA** structure describes the properties of a drive object, as a sequence of ASCII characters.

```
typedef struct _NTMS_DRIVEINFORMATIONA {
    DWORD Number;
    DWORD State;
    NTMS_GUID DriveType;
    char szDeviceName[64];
    char szSerialNumber[32];
    char szRevision[32];
    unsigned short ScsiPort;
    unsigned short ScsiBus;
    unsigned short ScsiTarget;
    unsigned short ScsiLun;
    DWORD dwMountCount;
    SYSTEMTIME LastCleanedTs;
    NTMS_GUID SavedPartitionId;
    NTMS_GUID Library;
    GUID Reserved;
    DWORD dwDeferDismountDelay;
} NTMS_DRIVEINFORMATIONA;
```

**Number:** The number of the drive in the library. Some changers assign the number 0 to the first of their drives; other changers number the first drive 1.

**State:** A value from the [NtmsDriveState](#) enumeration specifying the state of the drive.

**DriveType:** The identifier of the type object for the drive.

**szDeviceName:** A null-terminated sequence of ASCII characters specifying the name of the device path to access the drive.

**szSerialNumber:** The null-terminated serial number of the drive.

**szRevision:** A null-terminated sequence of ASCII characters specifying the revision of the drive.

**ScsiPort:** The SCSI [\[SCSI-2\]](#) host adapter to which the drive is connected.

**ScsiBus:** The SCSI bus to which the drive is connected.

**ScsiTarget:** The SCSI target identifier of the drive.

**ScsiLun:** The SCSI logical unit identifier of the drive.

**dwMountCount:** The number of times the drive has had media mounted in it. If the drive supports the reporting of a unique serial number, this value **MUST** be the number of times the drive has been mounted since RSM began managing this drive. If the drive does not support unique serial numbers, this member **MUST** indicate the number of mounts to all the drives at that mount location.

**LastCleanedTs:** A [SYSTEMTIME](#) structure that specifies the last time the drive was cleaned.

**SavedPartitionId:** The partition identifier of the medium in the drive. If this value is NULL and the drive is marked as full, the medium was loaded by a user, and it **MUST** be identified and given a partition identifier.

**Library:** The identifier of the library that contains the drive.

**Reserved:** This parameter is unused. It **MUST** be 0 and **MUST** be ignored on receipt.

**dwDeferDismountDelay:** Minimum number of seconds that media will remain in the drive of an online library after a deferred dismount is performed; the default is five minutes. This member does not apply to stand-alone libraries.

#### 2.2.4.13 NTMS\_DRIVEINFORMATIONW Structure

The **NTMS\_DRIVEINFORMATIONW** structure describes the properties of a drive object, as a sequence of Unicode characters.

```
typedef struct _NTMS_DRIVEINFORMATIONW {
    DWORD Number;
    DWORD State;
    NTMS_GUID DriveType;
    wchar_t szDeviceName[64];
    wchar_t szSerialNumber[32];
}
```

```

wchar_t szRevision[32];
unsigned short ScsiPort;
unsigned short ScsiBus;
unsigned short ScsiTarget;
unsigned short ScsiLun;
DWORD dwMountCount;
SYSTEMTIME LastCleanedTs;
NTMS_GUID SavedPartitionId;
NTMS_GUID Library;
GUID Reserved;
DWORD dwDeferDismountDelay;
} NTMS_DRIVEINFORMATIONW;

```

**Number:** The number of the drive in the library. Some changers assign the number 0 to the first drive; other changers number the first drive 1.

**State:** A value from the [NtmsDriveState](#) enumeration that specifies the state of the drive.

**DriveType:** The identifier of the type object for the drive.

**szDeviceName:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the device path to access the drive.

**szSerialNumber:** The null-terminated serial number of the drive.

**szRevision:** A null-terminated sequence of Unicode UTF-16 characters specifying the revision of the drive.

**ScsiPort:** The SCSI [\[SCSI-2\]](#) host adapter to which the drive is connected.

**ScsiBus:** The SCSI bus to which the drive is connected.

**ScsiTarget:** The SCSI target identifier of the drive.

**ScsiLun:** The SCSI logical unit identifier of the drive.

**dwMountCount:** The number of times the drive has had media mounted in it. If the drive supports the reporting of a unique serial number, this value **MUST** be the number of times the drive has been mounted since the RMS began managing this drive. If the drive does not support unique serial numbers, this member **MUST** indicate the number of mounts to all the drives at that mount location.

**LastCleanedTs:** A [SYSTEMTIME](#) structure specifying the last time the drive was cleaned.

**SavedPartitionId:** The partition identifier of the media in the drive. If this value is NULL and the drive is marked as full, the medium was loaded by a user, and **MUST** be identified and given a partition identifier.

**Library:** The identifier of the library that contains the drive.

**Reserved:** This parameter is unused. It **MUST** be 0 and **MUST** be ignored on receipt.

**dwDeferDismountDelay:** The minimum number of seconds that media **MUST** remain in the drive of an online library after a deferred dismount is performed; the default **MUST** be five minutes. This member **MUST NOT** apply to stand-alone libraries.

#### 2.2.4.14 NTMS\_DRIVETYPEINFORMATIONA Structure

The **NTMS\_DRIVETYPEINFORMATIONA** structure describes the properties specific to a type of drive, in ASCII.

```
typedef struct _NTMS_DRIVETYPEINFORMATIONA {  
    char szVendor[128];  
    char szProduct[128];  
    DWORD NumberOfHeads;  
    DWORD DeviceType;  
} NTMS_DRIVETYPEINFORMATIONA;
```

**szVendor:** A null-terminated sequence of ASCII characters specifying the name of the vendor of the drive, acquired from device inquiry data. If this information is not available, the member **MUST** specify an empty string.

**szProduct:** A null-terminated sequence of ASCII characters specifying the name of the product of the drive, acquired from device inquiry data. If this information is not available, the member **MUST** specify an empty string.

**NumberOfHeads:** This parameter is currently unused. It **MUST** be NULL and **MUST** be ignored upon receipt.

**DeviceType:** One of the following SCSI device types [\[SCSI-2\]](#) acquired from device inquiry data.

Value	Meaning
FILE_DEVICE_CD_ROM 0x00000002	Device is a CD-ROM.
FILE_DEVICE_DISK 0x00000007	Device is a direct-access drive.
FILE_DEVICE_DVD 0x00000033	Device is a DVD.
FILE_DEVICE_TAPE 0x0000001F	Device is a sequential-access drive.

#### 2.2.4.15 NTMS\_DRIVETYPEINFORMATIONW Structure

The **NTMS\_DRIVETYPEINFORMATIONW** structure describes the properties specific to a type of drive, in Unicode.

```
typedef struct _NTMS_DRIVETYPEINFORMATIONW {  
    wchar_t szVendor[128];  
    wchar_t szProduct[128];  
    DWORD NumberOfHeads;  
    DWORD DeviceType;  
} NTMS_DRIVETYPEINFORMATIONW;
```

**szVendor:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the vendor of the drive, acquired from device inquiry data. If this information is not available, the member **MUST** specify an empty string.

**szProduct:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the product of the drive, acquired from device inquiry data. If this information is not available, the member **MUST** specify an empty string.

**NumberOfHeads:** This parameter is currently unused. It **MUST** be zero and **MUST** be ignored on receipt.

**DeviceType:** One of the following SCSI device types [\[SCSI-2\]](#) acquired from device inquiry data.

Value	Meaning
FILE_DEVICE_CD_ROM 0x00000002	Device is a CD-ROM.
FILE_DEVICE_DISK 0x00000007	Device is a direct-access drive.
FILE_DEVICE_DVD 0x00000033	Device is a DVD.
FILE_DEVICE_TAPE 0x0000001F	Device is a sequential-access drive.

#### 2.2.4.16 NTMS\_LIBREQUESTINFORMATIONA Structure

The **NTMS\_LIBREQUESTINFORMATIONA** structure describes the properties of a work request, in ASCII.

```
typedef struct _NTMS_LIBREQUESTINFORMATIONA {  
    DWORD OperationCode;  
    DWORD OperationOption;  
    DWORD State;  
    NTMS_GUID PartitionId;  
    NTMS_GUID DriveId;  
    NTMS_GUID PhysMediaId;  
    NTMS_GUID Library;  
    NTMS_GUID SlotId;  
    SYSTEMTIME TimeQueued;  
    SYSTEMTIME TimeCompleted;  
    char szApplication[64];  
    char szUser[64];  
    char szComputer[64];  
    DWORD dwErrorCode;  
    NTMS_GUID WorkItemId;  
    DWORD dwPriority;  
} NTMS_LIBREQUESTINFORMATIONA;
```

**OperationCode:** A value from the [NtmsLmOperation](#) enumeration specifying the type of operation requested.

**OperationOption:** Options specific to a library request. The following table shows the meanings if **OperationCode** is set to LM\_MOUNT, LM\_DISMOUNT, or LM\_EJECT.

Value	Meaning
IMMEDIATE 0x00000000	The operation MUST be completed immediately.
DEFERRED 0x00000001	The operation MUST be completed only when the slot is later required for an operation.
FORCEIMMEDIATE 0x00000002	The operation MUST be completed immediately. The operation will complete even if there are open handles to the medium.
FORCEDEFERRED 0x00000003	The operation MUST be completed only when the slot is later required for an operation. The operation MUST complete even if there are open handles to the medium.
INJECTMANY 0x00000004	The operation applies to multiple slots.

The following table shows the meanings if **OperationCode** is set to LM\_INVENTORY.

Value	Meaning
FULL_INVENTORY 0x00000000	A complete inventory of media MUST be done.
SLOTS_ONLY 0x00000001	Only the media loaded into slots MUST be inventoried.

**State:** A value from the [NtmsLmState \(section 2.2.1.10\)](#) enumeration specifying the state of the work request.

**PartitionId:** The identifier of a side for which the request is submitted to the server.

**DriveId:** The identifier of a drive that is being serviced.

**PhysMediaId:** The identifier of a piece of physical media that is being serviced.

**Library:** The identifier of the library for the request.

**SlotId:** The identifier of the slot of the piece of physical media that is being serviced.

**TimeQueued:** A [SYSTEMTIME](#) structure specifying the time at which the request was submitted to the server.

**TimeCompleted:** A **SYSTEMTIME** structure specifying the time at which the request was completed.

**szApplication:** A null-terminated sequence of ASCII characters specifying the name of the application that submitted the operator request. [<7>](#)

**szUser:** A null-terminated sequence of ASCII characters specifying the name of the interactive user who submitted the operator request. [<8>](#)

**szComputer:** A null-terminated sequence of ASCII characters specifying the name of the computer that submitted the operator request. [<9>](#)



**dwErrorCode:** An implementation-specific nonzero error code that returns with **State** set to the NTMS\_LM\_FAILED value. [<10>](#)

**WorkItemId:** The associated identifier for the request, which was assigned by a server when it received a request from a client to perform an operation on a library.

**dwPriority:** The priority of the request.

#### 2.2.4.17 NTMS\_LIBREQUESTINFORMATIONW Structure

The **NTMS\_LIBREQUESTINFORMATIONW** structure describes the properties of a work request, in Unicode.

```
typedef struct _NTMS_LIBREQUESTINFORMATIONW {
    DWORD OperationCode;
    DWORD OperationOption;
    DWORD State;
    NTMS_GUID PartitionId;
    NTMS_GUID DriveId;
    NTMS_GUID PhysMediaId;
    NTMS_GUID Library;
    NTMS_GUID SlotId;
    SYSTEMTIME TimeQueued;
    SYSTEMTIME TimeCompleted;
    wchar_t szApplication[64];
    wchar_t szUser[64];
    wchar_t szComputer[64];
    DWORD dwErrorCode;
    NTMS_GUID WorkItemId;
    DWORD dwPriority;
} NTMS_LIBREQUESTINFORMATIONW;
```

**OperationCode:** A value from the [NtmsLmOperation](#) enumeration specifying the type of operation requested.

**OperationOption:** Options specific to a library request. The following table shows the meanings if **OperationCode** is set to LM\_MOUNT, LM\_DISMOUNT, or LM\_EJECT.

Value	Meaning
IMMEDIATE 0x00000000	The operation MUST be completed immediately.
DEFERRED 0x00000001	The operation MUST be completed only when the slot is later required for an operation.
FORCEIMMEDIATE 0x00000002	The operation MUST be completed immediately. The operation will complete even if there are open handles to the medium.
FORCEDEFERRED 0x00000003	The operation MUST be completed only when the slot is later required for an operation. The operation MUST complete even if there are open handles to the medium.
INJECTMANY 0x00000004	The operation applies to multiple slots.

The following table shows the meanings if **OperationCode** is set to LM\_INVENTORY.

Value	Meaning
FULL_INVENTORY 0x00000000	A complete inventory of media MUST be done.
SLOTS_ONLY 0x00000001	Only the media loaded into slots MUST be inventoried.

**State:** A value from the [NtmsLmState \(section 2.2.1.10\)](#) enumeration specifying the state of the work request.

**PartitionId:** The identifier of a side for which the request is submitted to the server.

**DriveId:** The identifier of a drive that is being serviced.

**PhysMediaId:** The identifier of a piece of physical media that is being serviced.

**Library:** The identifier of the library for the request.

**SlotId:** The identifier of the slot of the piece of physical media that is being serviced.

**TimeQueued:** A [SYSTEMTIME](#) structure specifying the time at which the request was queued.

**TimeCompleted:** A **SYSTEMTIME** structure specifying the time at which the request was completed.

**szApplication:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the application that submitted the operator request. [<11>](#)

**szUser:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the interactive user who submitted the operator request.

**szComputer:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the computer that submitted the operator request.

**dwErrorCode:** An implementation-specific nonzero error code for requests that return with **State** set to the NTMS\_LM\_FAILED value. [<12>](#)

**WorkItemId:** The associated identifier for the request, which is assigned by a server when it receives a request from a client to perform an operation on a library.

**dwPriority:** The priority of the request.

#### 2.2.4.18 NTMS\_MEDIAPOLINFORMATION Structure

The **NTMS\_MEDIAPOLINFORMATION** structure defines the properties specific to a media pool object.

```
typedef struct _NTMS_MEDIAPOLINFORMATION {
    DWORD PoolType;
    NTMS_GUID MediaType;
    NTMS_GUID Parent;
    DWORD AllocationPolicy;
    DWORD DeallocationPolicy;
    DWORD dwMaxAllocates;
```

```

DWORD dwNumberOfPhysicalMedia;
DWORD dwNumberOfLogicalMedia;
DWORD dwNumberOfMediaPools;
} NTMS_MEDIAPOOLINFORMATION;

```

**PoolType:** An NTMS-supported media pool type.

Value	Meaning
NTMS_POOLTYPE_UNKNOWN 0x00000000	Unknown pool type.
NTMS_POOLTYPE_SCRATCH 0x00000001	Media that are available to other applications.
NTMS_POOLTYPE_FOREIGN 0x00000002	Media that have been written to and that do not contain a recognizable on-media identifier label type or label ID.
NTMS_POOLTYPE_IMPORT 0x00000003	Media that have been written to and that have a recognizable on-media identifier label type but an unrecognizable label ID.
NTMS_POOLTYPE_APPLICATION 0x00003E8	A media pool that is created by an application. One or more application media pools can be created per system.

**MediaType:** A single media type that makes up each media pool.

**Parent:** A parent media pool or NULL.

**AllocationPolicy:** A bitfield that specifies the action at allocation time. This MUST be the following value, or left as 0.

Value	Meaning
NTMS_ALLOCATE_FROMSCRATCH 0x00000001	Draw media from the <b>free pool</b> if none is available in the pool. The default is not to draw from free pool. Return media to free when available. The default is not to return to free.

**DeallocationPolicy:** A bitfield that specifies action at deallocation time. This member can be the following value, or left as 0.

Value	Meaning
NTMS_DEALLOCATE_TOSCRATCH 0x00000001	Return media to free when available. The default is not to return to free.

**dwMaxAllocates:** The maximum number of times the medium can be allocated and deallocated.

**dwNumberOfPhysicalMedia:** The number of physical media in this media pool.

**dwNumberOfLogicalMedia:** The number of logical media in this media pool.

**dwNumberOfMediaPools:** The number of media pools in this media pool.

## 2.2.4.19 NTMS\_MEDIATYPEINFORMATION Structure

The **NTMS\_MEDIATYPEINFORMATION** structure defines the properties specific to a type of media supported by RSM.

```
typedef struct _NTMS_MEDIATYPEINFORMATION {  
    DWORD MediaType;  
    DWORD NumberOfSides;  
    DWORD ReadWriteCharacteristics;  
    DWORD DeviceType;  
} NTMS_MEDIATYPEINFORMATION;
```

**MediaType:** Each disk or tape driver reports the media type enumeration value of the medium that is currently mounted in the drive. This media type value **MUST** be unique, and is mapped to a human-readable string in the object **szName** member of a [NTMS\\_OBJECTINFORMATION](#) or [NTMS\\_OBJECTINFORMATIONW](#) structure.

**MediaType** **MUST** be one of the following values.

Value	Meaning
DDS_4mm 0x00000020	Tape - DAT, DDS1, DDS2, and so on (all vendors)
MiniQic 0x00000021	Tape - miniQIC tape
Travan 0x00000022	Tape - Travan tape (TR-1, TR-2, TR-3, and so on)
QIC 0x00000023	Tape - QIC tape
MP_8mm 0x00000024	Tape - 8 mm Exabyte metal particle tape
AME_8mm 0x00000025	Tape - 8 mm Exabyte advanced metal evaporative tape
AIT1_8mm 0x00000026	Tape - 8 mm Sony AIT
DLT 0x00000027	Tape - DLT compact tape (IIIxt or IV)
NCTP 0x00000028	Tape - Philips NCTP tape
IBM_3480 0x00000029	Tape - IBM 3480 tape
IBM_3490E 0x0000002a	Tape - IBM 3490E tape
IBM_Magstar_3590 0x0000002b	Tape - IBM Magstar 3590 tape

Value	Meaning
IBM_Magstar_MP 0x0000002c	Tape - IBM Magstar MP tape
STK_DATA_D3 0x0000002d	Tape - STK Data D3 tape
SONY_DTF 0x0000002e	Tape - Sony DTF tape
DV_6mm 0x0000002f	Tape - 6 mm digital video tape
DMI 0x00000030	Tape - Exabyte DMI tape and compatibles
SONY_D2 0x00000031	Tape - Sony D2S and D2L tape
CLEANER_CARTRIDGE 0x00000032	Cleaner (all drive types that support drive cleaners)
CD_ROM 0x00000033	Optical disk - CD
CD_R 0x00000034	Optical disk - CD-Recordable (write once)
CD_RW 0x00000035	Optical disk - CD-Rewritable
DVD_ROM 0x00000036	Optical disk - DVD-ROM
DVD_R 0x00000037	Optical disk - DVD-Recordable (write once)
DVD_RW 0x00000038	Optical disk - DVD-Rewritable
MO_3_RW 0x00000039	Optical disk - 3.5" rewritable MO disk
MO_5_WO 0x0000003a	Optical disk - MO 5.25" write once
MO_5_RW 0x0000003b	Optical disk - MO 5.25" rewritable (not LIMDOW)
MO_5_LIMDOW 0x0000003c	Optical disk - MO 5.25" rewritable (LIMDOW)
PC_5_WO 0x0000003d	Optical disk - Phase change 5.25" write once optical
PC_5_RW 0x0000003e	Optical disk - Phase change 5.25" rewritable
PD_5_RW	Optical disk - Phase change dual rewritable

Value	Meaning
0x0000003f	
ABL_5_WO 0x00000040	Optical disk - Ablative 5.25" write once optical
PINNACLE_APEX_5_RW 0x00000041	Optical disk - Pinnacle Apex 4.6GB rewritable optical
SONY_12_WO 0x00000042	Optical disk - Sony 12" write once
PHILIPS_12_WO 0x00000043	Optical disk - Philips/LMS 12" write once
HITACHI_12_WO 0x00000044	Optical disk - Hitachi 12" write once
CYGNET_12_WO 0x00000045	Optical disk - Cygnet/ATG 12" write once
KODAK_14_WO 0x00000046	Optical disk - Kodak 14" write once
MO_NFR_525 0x00000047	Optical disk - Near field recording (Terastor)
NIKON_12_RW 0x00000048	Optical disk - Nikon 12" rewritable
IOMEGA_ZIP 0x00000049	Magnetic disk - Iomega Zip
IOMEGA_JAZ 0x0000004a	Magnetic disk - Iomega Jaz
SYQUEST_EZ135 0x0000004b	Magnetic disk - Syquest EZ135
SYQUEST_EZFLYER 0x0000004c	Magnetic disk - Syquest EzFlyer
SYQUEST_SYJET 0x0000004d	Magnetic disk - Syquest SyJet
AVATAR_F2 0x0000004e	Magnetic disk - 2.5" floppy
MP2_8mm 0x0000004f	Tape - 8mm Hitachi tape
DST_S 0x00000050	Ampex DST small tapes
DST_M 0x00000051	Ampex DST medium tapes
DST_L 0x00000052	Ampex DST large tapes

Value	Meaning
VXATape_1 0x00000053	Ecrix 8 mm tape
VXATape_2 0x00000054	Ecrix 8 mm tape
STK_9840 0x00000055	STK 9840
LTO_Ultrium 0x00000056	IBM, HP, Seagate LTO Ultrium
LTO_Accelis 0x00000057	IBM, HP, Seagate LTO Accelis
DVD_RAM 0x00000058	Optical disk - DVD-RAM
AIT_8mm 0x00000059	AIT2 or higher
ADR_1 0x0000005a	OnStream ADR Mediatypes
ADR_2 0x0000005b	OnStream ADR Mediatypes
STK_9940 0x0000005c	STK 9940
SAIT 0x0000005d	SAIT tapes

**NumberOfSides:** The number of sides on the media.

**ReadWriteCharacteristics:** Identifies the read/write characteristics of the media type. This MUST be one of the following values.

Value	Meaning
NTMS_MEDIARW_UNKNOWN 0x00000000	Unknown media characteristics. This value can be used to initialize <b>ReadWriteCharacteristics</b> before a final value is assigned.
NTMS_MEDIARW_REWRITABLE 0x00000001	Media that can be written to more than once. This includes magnetic tape, magnetic disk, and some optical disk media.
NTMS_MEDIARW_WRITEONCE 0x00000002	Media that can be written to only one time. Some optical media (for example, 5.25-inch, 12-inch, 14-inch WORM, and CD-R) are designed to be write-once.
NTMS_MEDIARW_READONLY 0x00000003	Media that cannot be written to, such as a CD-ROM and a DVD-ROM.

**DeviceType:** The SCSI device type [\[SCSI-2\]](#) as reported from device inquiry data. This MUST be one of the following values.

Value	Meaning
FILE_DEVICE_CD_ROM 0x00000002	CD-ROM device.
FILE_DEVICE_DISK 0x00000007	Direct-access device.
FILE_DEVICE_TAPE 0x0000001F	Sequential-access device.

#### 2.2.4.20 NTMS\_OBJECTINFORMATIONA Structure

The **NTMS\_OBJECTINFORMATIONA** structure describes the properties of RSM objects, in ASCII.

```
typedef struct _NTMS_OBJECTINFORMATIONA {
    DWORD dwSize;
    DWORD dwType;
    SYSTEMTIME Created;
    SYSTEMTIME Modified;
    NTMS_GUID ObjectGuid;
    BOOL Enabled;
    DWORD dwOperationalState;
    char szName[64];
    char szDescription[127];
    [switch_is(dwType)] union {
        [case(NTMS_DRIVE)]
            NTMS_DRIVEINFORMATIONA Drive;
        [case(NTMS_DRIVE_TYPE)]
            NTMS_DRIVETYPEINFORMATIONA DriveType;
        [case(NTMS_LIBRARY)]
            NTMS_LIBRARYINFORMATION Library;
        [case(NTMS_CHANGER)]
            NTMS_CHANGERINFORMATIONA Changer;
        [case(NTMS_CHANGER_TYPE)]
            NTMS_CHANGERTYPEINFORMATIONA ChangerType;
        [case(NTMS_STORAGESLOT)]
            NTMS_STORAGESLOTINFORMATION StorageSlot;
        [case(NTMS_IEDOOR)]
            NTMS_IEDOORINFORMATION IEDoor;
        [case(NTMS_IEPORT)]
            NTMS_IEPORTINFORMATION IEPort;
        [case(NTMS_PHYSICAL_MEDIA)]
            NTMS_P MIDINFORMATIONA PhysicalMedia;
        [case(NTMS_LOGICAL_MEDIA)]
            NTMS_L MIDINFORMATION LogicalMedia;
        [case(NTMS_PARTITION)]
            NTMS_PARTITIONINFORMATIONA Partition;
        [case(NTMS_MEDIA_POOL)]
            NTMS_MEDIAPOO LINFORMATION MediaPool;
        [case(NTMS_MEDIA_TYPE)]
            NTMS_MEDIATYPEINFORMATION MediaType;
        [case(NTMS_LIBREQUEST)]
            NTMS_LIBREQUESTINFORMATIONA LibRequest;
        [case(NTMS_OPREQUEST)]
            NTMS_OPREQUESTINFORMATIONA OpRequest;
        [case(NTMS_COMPUTER)]
    }
```



```

        NTMS_COMPUTERINFORMATION Computer;
    } Info;
} NTMS_OBJECTINFORMATIONA,
*LPNTMS_OBJECTINFORMATIONA;

```

**dwSize:** The size, in bytes, of the structure.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**Created:** A [SYSTEMTIME](#) structure specifying the time when the object was created.

**Modified:** A [SYSTEMTIME](#) structure specifying the time when the object was last modified.

**ObjectGuid:** The identifier of the object.

**Enabled:** If set to TRUE, the object MUST be enabled; if set to FALSE, the object MUST NOT be enabled.

**dwOperationalState:** A value from the [NtmsOperationalState \(section 2.2.4.5\)](#) enumeration specifying the operation state of the object.

**szName:** A null-terminated sequence of ASCII characters specifying the name of the object.

**szDescription:** The null-terminated description of the object. [<13>](#)

**Info:** A device or system control object information that is specific to the value of dwType.

**Drive:** An [NTMS\\_DRIVEINFORMATIONA](#) structure that describes the properties of a drive.

**DriveType:** An [NTMS\\_DRIVETYPEINFORMATIONA](#) structure that describes the properties specific to a type of drive.

**Library:** An [NTMS\\_LIBRARYINFORMATION](#) structure that describes the properties of a media library.

**Changer:** An [NTMS\\_CHANGERINFORMATIONA](#) structure that describes the properties of a changer object.

**ChangerType:** An [NTMS\\_CHANGERTYPEINFORMATIONA](#) structure that describes the properties specific to a type of changer object.

**StorageSlot:** An [NTMS\\_STORAGE SLOTINFORMATION](#) structure that describes the properties of a media storage slot.

**IEDoor:** An [NTMS\\_IEDOORINFORMATION](#) structure that describes the properties of an access door.

**IEPort:** An [NTMS\\_IEPORTINFORMATION](#) structure that describes the properties of an insert/eject port.

**PhysicalMedia:** An [NTMS\\_P MIDINFORMATIONA](#) structure that describes the properties of a physical media object.

**LogicalMedia:** An [NTMS\\_LMIDINFORMATION](#) structure that describes the properties of a logical media object.

**Partition:** An [NTMS\\_PARTITIONINFORMATIONA](#) structure that describes the properties of a media side object.

**MediaPool:** An [NTMS\\_MEDIAPOLINFORMATION](#) structure that describes the properties of a media pool.

**MediaType:** An [NTMS\\_MEDIATYPEINFORMATION](#) structure that describes the properties specific to a type of media.

**LibRequest:** An [NTMS\\_LIBREQUESTINFORMATIONA](#) structure that describes the properties of a library request.

**OpRequest:** An [NTMS\\_OPREQUESTINFORMATIONA](#) structure that describes the properties of an operator request.

**Computer:** An [NTMS\\_COMPUTERINFORMATION](#) structure that describes the properties of a computer.

#### 2.2.4.21 NTMS\_OBJECTINFORMATIONW Structure

The **NTMS\_OBJECTINFORMATIONW** structure describes the properties of RSM objects, in Unicode.

```
typedef struct _NTMS_OBJECTINFORMATIONW {
    DWORD dwSize;
    DWORD dwType;
    SYSTEMTIME Created;
    SYSTEMTIME Modified;
    NTMS_GUID ObjectGuid;
    BOOL Enabled;
    DWORD dwOperationalState;
    wchar_t szName[64];
    wchar_t szDescription[127];
    [switch_is(dwType)] union {
        [case(NTMS_DRIVE)]
            NTMS_DRIVEINFORMATIONW Drive;
        [case(NTMS_DRIVE_TYPE)]
            NTMS_DRIVETYPEINFORMATIONW DriveType;
        [case(NTMS_LIBRARY)]
            NTMS_LIBRARYINFORMATION Library;
        [case(NTMS_CHANGER)]
            NTMS_CHANGERINFORMATIONW Changer;
        [case(NTMS_CHANGER_TYPE)]
            NTMS_CHANGERTYPEINFORMATIONW ChangerType;
        [case(NTMS_STORAGE_SLOT)]
            NTMS_STORAGE_SLOTINFORMATION StorageSlot;
        [case(NTMS_IEDOOR)]
            NTMS_IEDOORINFORMATION IEDoor;
        [case(NTMS_IEPORT)]
            NTMS_IEPORTINFORMATION IEPort;
        [case(NTMS_PHYSICAL_MEDIA)]
            NTMS_PMIDINFORMATIONW PhysicalMedia;
        [case(NTMS_LOGICAL_MEDIA)]
            NTMS_LMIDINFORMATION LogicalMedia;
    };
};
```

```

[case(NTMS_PARTITION)]
    NTMS_PARTITIONINFORMATIONW Partition;
[case(NTMS_MEDIA_POOL)]
    NTMS_MEDIAPOLINFORMATIONW MediaPool;
[case(NTMS_MEDIA_TYPE)]
    NTMS_MEDIATYPEINFORMATIONW MediaType;
[case(NTMS_LIBREQUEST)]
    NTMS_LIBREQUESTINFORMATIONW LibRequest;
[case(NTMS_OPREQUEST)]
    NTMS_OPREQUESTINFORMATIONW OpRequest;
[case(NTMS_COMPUTER)]
    NTMS_COMPUTERINFORMATIONW Computer;
} Info;
} NTMS_OBJECTINFORMATIONW,
*LPNTMS_OBJECTINFORMATIONW;

```

**dwSize:** The size, in bytes, of the structure.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**Created:** A [SYSTEMTIME](#) structure specifying the time when the object was created.

**Modified:** A **SYSTEMTIME** structure specifying the time when the object was last modified.

**ObjectGuid:** The identifier of the object.

**Enabled:** If set to TRUE, the object MUST be enabled; if set to FALSE, the object MUST NOT be enabled.

**dwOperationalState:** A value from the [NtmsOperationalState \(section 2.2.4.5\)](#) enumeration specifying the operation state of the object.

**szName:** A null-terminated sequence of Unicode UTF-16 characters specifying the name of the object.

**szDescription:** The null-terminated description of the object. [<14>](#)

**Info:** A device or system control object information that is specific to the value of dwType.

**Drive:** An [NTMS\\_DRIVEINFORMATIONW](#) structure that describes the properties of a drive.

**DriveType:** An [NTMS\\_DRIVETYPEINFORMATIONW](#) structure that describes the properties specific to a type of drive.

**Library:** An [NTMS\\_LIBRARYINFORMATION](#) structure that describes the properties of a media library.

**Changer:** An [NTMS\\_CHANGERINFORMATIONW](#) structure that describes the properties of a changer object.

**ChangerType:** An [NTMS\\_CHANGERTYPEINFORMATIONW](#) structure that describes the properties specific to a type of changer object.

**StorageSlot:** An [NTMS\\_STORAGE\\_SLOT\\_INFORMATION](#) structure that describes the properties of a media storage slot.

**IEDoor:** An [NTMS\\_IE\\_DOOR\\_INFORMATION](#) structure that describes the properties of an access door.

**IEPort:** An [NTMS\\_IE\\_PORT\\_INFORMATION](#) structure that describes the properties of an IE port.

**PhysicalMedia:** An [NTMS\\_PHYSICAL\\_MEDIA\\_INFORMATION](#) structure that describes the properties of a physical media object.

**LogicalMedia:** An [NTMS\\_LOGICAL\\_MEDIA\\_INFORMATION](#) structure that describes the properties of a logical media object.

**Partition:** An [NTMS\\_PARTITION\\_INFORMATION](#) structure that describes the properties of a media side object.

**MediaPool:** An [NTMS\\_MEDIA\\_POOL\\_INFORMATION](#) structure that describes the properties of a media pool.

**MediaType:** An [NTMS\\_MEDIA\\_TYPE\\_INFORMATION](#) structure that describes the properties specific to a type of media.

**LibRequest:** An [NTMS\\_LIBRARY\\_REQUEST\\_INFORMATION](#) structure that describes the properties of a library request.

**OpRequest:** An [NTMS\\_OPERATOR\\_REQUEST\\_INFORMATION](#) structure that describes the properties of an operator request.

**Computer:** An [NTMS\\_COMPUTER\\_INFORMATION](#) structure that describes the properties of a computer.

#### 2.2.4.22 NTMS\_STORAGE\_SLOT\_INFORMATION Structure

The **NTMS\_STORAGE\_SLOT\_INFORMATION** structure defines properties specific to a storage slot object.

```
typedef struct _NTMS_STORAGE_SLOT_INFORMATION {
    DWORD Number;
    DWORD State;
    NTMS_GUID Library;
} NTMS_STORAGE_SLOT_INFORMATION;
```

**Number:** The number of the slot in the library.

**State:** The current state of the slot. This MUST be one of the following values.

Value	Meaning
NTMS_SLOTSTATE_UNKNOWN 0x00000000	The slot state cannot be determined.
NTMS_SLOTSTATE_FULL 0x00000001	The slot is present and contains physical media.

Value	Meaning
NTMS_SLOTSTATE_EMPTY 0x00000002	The slot is present, but does not contain physical media.
NTMS_SLOTSTATE_NOTPRESENT 0x00000003	The slot is not present. If the library contains <b>magazines</b> , this value is reported for each slot when the associated magazine is missing.
NTMS_SLOTSTATE_NEEDSINVENTORY 0x00000004	The slot needs inventory.

**Library:** The library that contains the slot.

#### 2.2.4.23 NTMS\_IEDOORINFORMATION Structure

The **NTMS\_IEDOORINFORMATION** structure defines properties specific to an insert/eject door object.

```
typedef struct _NTMS_IEDOORINFORMATION {
    DWORD Number;
    DWORD State;
    unsigned short MaxOpenSecs;
    NTMS_GUID Library;
} NTMS_IEDOORINFORMATION;
```

**Number:** The number of the doors in the library. Libraries typically have one door.

**State:** The state of the door. This MUST be one of the following values.

Value	Meaning
NTMS_DOORSTATE_CLOSED 0x00000001	The library door is closed.
NTMS_DOORSTATE_OPEN 0x00000002	The library door is open.
NTMS_DOORSTATE_UNKNOWN 0x00000000	The state of the library is unknown.

**MaxOpenSecs:** The maximum number of seconds the door is to remain open.

**Library:** The library that contains this door.

#### 2.2.4.24 NTMS\_IEPORTINFORMATION Structure

The **NTMS\_IEPORTINFORMATION** structure defines properties specific to an IE port object.

```
typedef struct _NTMS_IEPORTINFORMATION {
    DWORD Number;
    DWORD Content;
    DWORD Position;
    unsigned short MaxExtendSecs;
```

```

    NTMS_GUID Library;
} NTMS_IEPORTINFORMATION;

```

**Number:** The library port number.

**Content:** The full/empty state of the NTMS\_IEPORT object. This MUST be one of the following values.

Value	Meaning
NTMS_PORTCONTENT_UNKNOWN 0x00000000	The content of the port is not known.
NTMS_PORTCONTENT_FULL 0x00000001	The port is full.
NTMS_PORTCONTENT_EMPTY 0x00000002	The port is empty.

**Position:** The position of the NTMS\_IEPORT object. This MUST be one of the following values.

Value	Meaning
NTMS_PORTPOSITION_UNKNOWN 0x00000000	The port position is unknown.
NTMS_PORTPOSITION_EXTENDED 0x00000001	The port is extended.
NTMS_PORTPOSITION_RETRACTED 0x00000002	The port is retracted.

**MaxExtendSecs:** The maximum number of seconds the port is allowed to remain open before an operator request is issued. Valid values are between zero and 65,535 seconds.

**Library:** The library that contains the port.

## 2.2.4.25 NTMS\_LMIDINFORMATION Structure

The **NTMS\_LMIDINFORMATION** structure defines the properties specific to a logical media object.

```

typedef struct _NTMS_LMIDINFORMATION {
    NTMS_GUID MediaPool;
    DWORD dwNumberOfPartitions;
} NTMS_LMIDINFORMATION;

```

**MediaPool:** The unique identifier of the media pool that contains the logical media.

**dwNumberOfPartitions:** The number of sides in the media object.

## 2.2.4.26 NTMS\_COMPUTERINFORMATION Structure

The **NTMS\_COMPUTERINFORMATION** structure defines the properties specific to the RSM server.

```
typedef struct _NTMS_COMPUTERINFORMATION {  
    DWORD dwLibRequestPurgeTime;  
    DWORD dwOpRequestPurgeTime;  
    DWORD dwLibRequestFlags;  
    DWORD dwOpRequestFlags;  
    DWORD dwMediaPoolPolicy;  
} NTMS_COMPUTERINFORMATION;
```

**dwLibRequestPurgeTime:** The total number of seconds that the completed library requests are maintained in the work queue. [<15>](#)

**dwOpRequestPurgeTime:** The total number of seconds that the completed operator requests are maintained in the operator request queue. [<16>](#)

**dwLibRequestFlags:** The library request options. This member contains the following flag fields.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	F	A

Where the bits are defined as:

Value	Description
A NTMS_LIBREQFLAGS_NOAUTOPURGE	Library requests are not purged from the work queue. This MUST be set to NULL by default.
F NTMS_LIBREQFLAGS_NOFAILEDPURGE	Failed work items are not purged from the work queue. This MUST be set to NULL by default.

**dwOpRequestFlags:** The operator request options. Possible values include the following.

Value	Meaning
NTMS_OPREQFLAGS_NOAUTOPURGE 0x01	Operator requests MUST NOT be purged from the work queue. This MUST be set to NULL by default.
NTMS_OPREQFLAGS_NOFAILEDPURGE 0x02	Failed operator requests MUST NOT be purged from the queue. This MUST be set to NULL by default.
NTMS_OPREQFLAGS_NOALERTS 0x10	The alert pop-up for operator requests MUST be disabled.
NTMS_OPREQFLAGS_NOTRAYICON 0x20	The taskbar icon for operator requests MUST be disabled.

**dwMediaPoolPolicy:** Media pool policies. Possible values include the following.

Value	Meaning
NTMS_POOLPOLICY_PURGEOFFLINESCRATCH 0x01	Any free media that is ejected MUST be automatically deleted. This MUST be set to NULL by default.
NTMS_POOLPOLICY_KEEPOFFLINEIMPORT 0x02	Any import media that is ejected MUST NOT be deleted automatically. This MUST be set to NULL by default.

#### 2.2.4.27 NTMS\_OPREQUESTINFORMATIONA Structure

The **NTMS\_OPREQUESTINFORMATIONA** structure describes the properties of an operator request, in ASCII.

```
typedef struct _NTMS_OPREQUESTINFORMATIONA {  
    DWORD Request;  
    SYSTEMTIME Submitted;  
    DWORD State;  
    char szMessage[256];  
    DWORD Arg1Type;  
    NTMS_GUID Arg1;  
    DWORD Arg2Type;  
    NTMS_GUID Arg2;  
    char szApplication[64];  
    char szUser[64];  
    char szComputer[64];  
} NTMS_OPREQUESTINFORMATIONA;
```

**Request:** The value from the [NtmsOpreqCommand](#) enumeration that specifies the type of the operator request.

**Submitted:** A [SYSTEMTIME](#) structure that specifies the time at which the request was submitted.

**State:** A value from the [NtmsOpreqState](#) enumeration that specifies the state of the operator request.

**szMessage:** A null-terminated string that contains operator message text. For example, "The cleaner cartridge in %s (slot #%d) has reached its maximum usage and needs to be replaced."

**Arg1Type:** A value from the [NtmsObjectsTypes](#) enumeration that specifies the type of object in **Arg1**.

**Arg1:** This parameter MUST be set based on the value of **Request**.

If **Request** = NTMS\_OPREQ\_NEWMEDIA (0x00000001), **Arg1** MUST be set to the identifier of the media pool requiring new media.

If **Request** = NTMS\_OPREQ\_CLEANER (0x00000002), **Arg1** MUST be set to the identifier of the library requiring the cleaner cartridge.



If **Request** = NTMS\_OPREQ\_DEVICERVICE (0x00000003), **Arg1** MUST be set to the identifier of the device requiring service.

If **Request** = NTMS\_OPREQ\_MOVEMEDIA (0x00000004), **Arg1** MUST be set to the identifier of the physical medium to move.

**Arg2Type:** A value from the **NtmsObjectsTypes** enumeration that specifies the type of object in **Arg2**.

**Arg2:** This parameter MUST be set based on the value of **Request**.

If **Request** = NTMS\_OPREQ\_NEWMEDIA (0x00000001), **Arg2** MAY be set to the identifier of the library in which the new media MUST be placed.

If **Request** = NTMS\_OPREQ\_MOVEMEDIA (0x00000004), **Arg2** MUST be set to the identifier of the library to which the physical medium MUST be moved.

**szApplication:** A null-terminated sequence of Unicode characters that specifies the name of the application that submitted the operator request.

**szUser:** A null-terminated sequence of Unicode characters that specifies the name of the interactive user who submitted the operator request.

**szComputer:** A null-terminated sequence of Unicode characters that specifies the name of the computer that submitted the operator request.

#### 2.2.4.28 NTMS\_OPREQUESTINFORMATIONW Structure

The **NTMS\_OPREQUESTINFORMATIONW** structure describes the properties of an operator request, in Unicode.

```
typedef struct _NTMS_OPREQUESTINFORMATIONW {
    DWORD Request;
    SYSTEMTIME Submitted;
    DWORD State;
    wchar_t szMessage[256];
    DWORD Arg1Type;
    NTMS_GUID Arg1;
    DWORD Arg2Type;
    NTMS_GUID Arg2;
    wchar_t szApplication[64];
    wchar_t szUser[64];
    wchar_t szComputer[64];
} NTMS_OPREQUESTINFORMATIONW;
```

**Request:** A value from the [NtmsOpreqCommand](#) enumeration that specifies the type of the operator request.

**Submitted:** A [SYSTEMTIME](#) structure that specifies the time at which the request was submitted.

**State:** A value from the [NtmsOpreqState](#) enumeration that specifies the state of the operator request.

**szMessage:** A null-terminated operator message text.

**Arg1Type:** A value from the [NtmsObjectsTypes](#) enumeration that specifies the type of object in **Arg1**.

**Arg1:** This parameter MUST be set based on the value of **Request**.

If **Request** = NTMS\_OPREQ\_NEWMEDIA (0x00000001), **Arg1** MUST be set to the identifier of the media pool requiring new media.

If **Request** = NTMS\_OPREQ\_CLEANER (0x00000002), **Arg1** MUST be set to the identifier of the library requiring the cleaner cartridge.

If **Request** = NTMS\_OPREQ\_DEVICERVICE (0x00000003), **Arg1** MUST be set to the identifier of the device requiring service.

If **Request** = NTMS\_OPREQ\_MOVMEDIA (0x00000004), **Arg1** MUST be set to the identifier of the physical medium to move.

**Arg2Type:** A value from the **NtmsObjectsTypes** enumeration that specifies the type of object in **Arg2**.

**Arg2:** This parameter MUST be set based on the value of **Request**.

If **Request** = NTMS\_OPREQ\_NEWMEDIA (0x00000001), **Arg2** MAY be set to the identifier of the library in which the new media MUST be placed.

If **Request** = NTMS\_OPREQ\_MOVMEDIA (0x00000004), **Arg2** MUST be set to the identifier of the library to which the physical medium MUST be moved.

**szApplication:** A null-terminated sequence of Unicode characters that specifies the name of the application that submitted the operator request.

**szUser:** A null-terminated sequence of Unicode characters that specifies the name of the interactive user who submitted the operator request.

**szComputer:** A null-terminated sequence of Unicode characters that specifies the name of the computer that submitted the operator request.

#### 2.2.4.29 NTMS\_PARTITIONINFORMATIONA Structure

The **NTMS\_PARTITIONINFORMATIONA** structure describes the properties of a media side object, as a sequence of ASCII characters.

```
typedef struct _NTMS_PARTITIONINFORMATIONA {
    NTMS_GUID PhysicalMedia;
    NTMS_GUID LogicalMedia;
    DWORD State;
    unsigned short Side;
    DWORD dwOmidLabelIdLength;
    byte OmidLabelId[255];
    char szOmidLabelType[64];
    char szOmidLabelInfo[256];
    DWORD dwMountCount;
    DWORD dwAllocateCount;
    LARGE_INTEGER Capacity;
} NTMS_PARTITIONINFORMATIONA;
```

**PhysicalMedia:** The identifier of the medium that contains the side.

**LogicalMedia:** The identifier of the piece of logical media that contains the side. This MUST be set to 0 if the side is not allocated.

Value	Meaning
0	The side is not allocated.

**State:** The value from the [NtmsPartitionState \(section 2.2.4.7\)](#) enumeration describing the state of the side.

**Side:** A zero-relative value that indicates which side of a multisided media this is. For single-sided media, this value MUST be 0. For dual-sided media, one **NTMS\_PARTITIONINFORMATIONA** record MUST have its member set to 0, and a second **NTMS\_PARTITIONINFORMATIONA** record MUST have its member set to 1.

Media\Value	Meaning
0	The only side of single-sided media, or the first side of dual-sided media.
1	The second side of dual-sided media.

**dwOmidLabelIdLength:** The length of the label identification string of the on-media identifier.

**OmidLabelId:** The label identifier of the on-media identifier.

**szOmidLabelType:** A null-terminated sequence of Unicode characters specifying the label type of the on-media identifier.

**szOmidLabelInfo:** A null-terminated sequence of Unicode characters specifying the label information of the on-media identifier.

**dwMountCount:** The number of times the medium has been mounted into a drive since being initialized for this server. This member MUST be initialized to 0 when the object is created in the database.

**dwAllocateCount:** The number of times the medium has been allocated since being initialized for this server.

**Capacity:** The number of bytes available on this side.

#### 2.2.4.30 NTMS\_PARTITIONINFORMATIONW Structure

The **NTMS\_PARTITIONINFORMATIONW** structure describes the properties of a media side object, as a sequence of Unicode characters. Unicode encoding is specified in [\[UNICODE\]](#).

```
typedef struct _NTMS_PARTITIONINFORMATIONW {
    NTMS_GUID PhysicalMedia;
    NTMS_GUID LogicalMedia;
    DWORD State;
    unsigned short Side;
    DWORD dwOmidLabelIdLength;
    byte OmidLabelId[255];
    wchar_t szOmidLabelType[64];
    wchar_t szOmidLabelInfo[256];
}
```

```

DWORD dwMountCount;
DWORD dwAllocateCount;
LARGE_INTEGER Capacity;
} NTMS_PARTITIONINFORMATIONW;

```

**PhysicalMedia:** The identifier of the medium that contains the side.

**LogicalMedia:** The identifier of the piece of logical media that contains the side. This MUST be set to GUID\_NULL if the side is not allocated.

Value	Meaning
"GUID_NULL"	The side is not allocated.

**State:** A value from the [NtmsPartitionState \(section 2.2.4.7\)](#) enumeration describing the state of the side.

**Side:** A zero-relative value that indicates which side of a multisided media this is. For single-sided media, this value MUST be 0. For dual-sided media, one **NTMS\_PARTITIONINFORMATIONW** record MUST have its member set to 0, and a second **NTMS\_PARTITIONINFORMATIONW** record MUST have its member set to 1.

Media\Value	Meaning
0	The only side of single-sided media, or the first side of dual-sided media.
1	The second side of dual-sided media.

**dwOmidLabelIdLength:** The length of the label identification string of the on-media identifier.

**OmidLabelId:** The label identifier of the on-media identifier.

**szOmidLabelType:** A null-terminated sequence of Unicode UTF-16 characters specifying the label type of the on-media identifier.

**szOmidLabelInfo:** A null-terminated sequence of Unicode characters specifying the label information of the on-media identifier.

**dwMountCount:** The number of times the medium has been mounted into a drive. This member is initialized to 0 when the object is created in the server information database.

**dwAllocateCount:** The number of times the medium has been allocated.

**Capacity:** The number of bytes available on this side.

#### 2.2.4.31 NTMS\_PMIDINFORMATIONA Structure

The **NTMS\_PMIDINFORMATIONA** structure describes the properties of a physical media object, as a sequence of ASCII characters.

```

typedef struct _NTMS_PMIDINFORMATIONA {
    NTMS_GUID CurrentLibrary;
    NTMS_GUID MediaPool;

```

```

    NTMS_GUID Location;
    DWORD LocationType;
    NTMS_GUID MediaType;
    NTMS_GUID HomeSlot;
    char szBarCode[64];
    DWORD BarCodeState;
    char szSequenceNumber[32];
    DWORD MediaState;
    DWORD dwNumberOfPartitions;
    DWORD dwMediaTypeCode;
    DWORD dwDensityCode;
    NTMS_GUID MountedPartition;
} NTMS_P MIDINFORMATION;

```

**CurrentLibrary:** The identifier of the library in which the media is contained.

**MediaPool:** The identifier of the media pool to which the media is assigned.

**Location:** The identifier of the physical location object for the media.

**LocationType:** Any of the NTMS\_STORAGESLOT, NTMS\_DRIVE, or NTMS\_IEPORT values defined in the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of the current location for a piece of physical media.

**MediaType:** The identifier of the media type object for the medium.

**HomeSlot:** The identifier of the library storage slot in which the medium is stored.

**szBarCode:** The null-terminated Unicode string specifying the numeric value of the bar code of the media. If the bar code is not available, **BarCodeState** MUST be set to NTMS\_BARCODESTATE\_UNREADABLE. For more information, see section [2.2.4.1](#).

**BarCodeState:** A value from the **NtmsBarCodeState** (section 2.2.4.1) enumeration specifying the state of the bar code.

**szSequenceNumber:** A sequential number assigned to the specified medium as a human-readable value.

**MediaState:** The value from the [NtmsMediaState \(section 2.2.4.4\)](#) enumeration describing the state of the media.

**dwNumberOfPartitions:** The number of sides on the medium.

**dwMediaTypeCode:** The SCSI [\[SCSI-2\]](#) type code of the medium.

**dwDensityCode:** The SCSI density code of the medium.

**MountedPartition:** The identifier of the media side that is currently mounted.

### 2.2.4.32 NTMS\_P MIDINFORMATIONW Structure

The **NTMS\_P MIDINFORMATIONW** structure describes the properties of a physical media object, as a sequence of Unicode characters.

```

typedef struct _NTMS_P MIDINFORMATIONW {

```

```

NTMS_GUID CurrentLibrary;
NTMS_GUID MediaPool;
NTMS_GUID Location;
DWORD LocationType;
NTMS_GUID MediaType;
NTMS_GUID HomeSlot;
wchar_t szBarCode[64];
DWORD BarCodeState;
wchar_t szSequenceNumber[32];
DWORD MediaState;
DWORD dwNumberOfPartitions;
DWORD dwMediaTypeCode;
DWORD dwDensityCode;
NTMS_GUID MountedPartition;
} NTMS_P MIDINFORMATIONW;

```

**CurrentLibrary:** The identifier of the library in which the medium is contained.

**MediaPool:** The identifier of the media pool to which the medium is assigned.

**Location:** The identifier of the physical location object for the medium.

**LocationType:** Any of the NTMS\_STORAGESLOT, NTMS\_DRIVE, or NTMS\_IEPORT values defined in the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of the current location for a piece of physical media.

**MediaType:** The identifier of the media type object for the medium.

**HomeSlot:** The identifier of the library storage slot in which the medium is stored.

**szBarCode:** The null-terminated bar code of the medium.

**BarCodeState:** The value from the [NtmsBarCodeState \(section 2.2.4.1\)](#) enumeration specifying the state of the bar code.

**szSequenceNumber:** Sequential number assigned to the specified medium as a human-readable value. This value MUST be transcribed by a user on the medium so it can be located in an offline library.

**MediaState:** The value from the [NtmsMediaState \(section 2.2.4.4\)](#) enumeration describing the state of the media.

**dwNumberOfPartitions:** The number of sides on the medium.

**dwMediaTypeCode:** The SCSI [\[SCSI-2\]](#) type code of the medium.

**dwDensityCode:** The SCSI density code of the medium.

**MountedPartition:** The identifier of the media side that is currently mounted.

## 2.2.5 INtmsObjectManagement2 Data Types

### Enumerations

The [INtmsObjectManagement2](#) interface utilizes the following enumerations.

Enumeration	Description
<a href="#">NtmsUIOperations</a>	Defines the types of operations to perform on a user interface (UI) destination list.
<a href="#">NtmsUITypes</a>	Defines the types of UI messages.

### 2.2.5.1 NtmsUIOperations Enumeration

The **NtmsUIOperations** enumeration defines the types of operations to perform on a UI destination list.

```
typedef enum
{
    NTMS_UIDEST_ADD = 1,
    NTMS_UIDEST_DELETE = 2,
    NTMS_UIDEST_DELETEALL = 3
} NtmsUIOperations;
```

**NTMS\_UIDEST\_ADD:** Add a destination to the list.

**NTMS\_UIDEST\_DELETE:** Delete a destination from the list.

**NTMS\_UIDEST\_DELETEALL:** Clear the destination list.

### 2.2.5.2 NtmsUIType Enumeration

The **NtmsUITypes** enumeration defines the type of a UI message.

```
typedef enum
{
    NTMS_UITYPE_INVALID = 0,
    NTMS_UITYPE_INFO = 1,
    NTMS_UITYPE_REQ = 2,
    NTMS_UITYPE_ERR = 3
} NtmsUIType;
```

**NTMS\_UITYPE\_INVALID:** Message is of an invalid type.

**NTMS\_UITYPE\_INFO:** Message is of the user information type, and provides information.

**NTMS\_UITYPE\_REQ:** Message is of the user information type, and is a request.

**NTMS\_UITYPE\_ERR:** Message is of the user information type, and is an error.

## 2.2.6 IMessenger Data Types

### Structures

The [IMessenger](#) interface utilizes the following structure.

Structure	Description
<a href="#">RSM_MESSAGE</a>	Describes a message.

### 2.2.6.1 RSM\_MESSAGE Structure

The **RSM\_MESSAGE** structure describes a message.

```
typedef struct _RSM_MESSAGE {
    [unique] LPGUID lpguidOperation;
    DWORD dwNtmsType;
    DWORD dwState;
    DWORD dwFlags;
    DWORD dwPriority;
    DWORD dwErrorCode;
    [string, unique] wchar_t* lpszComputerName;
    [string] wchar_t* lpszApplication;
    [string] wchar_t* lpszUser;
    [string] wchar_t* lpszTimeSubmitted;
    [string] wchar_t* lpszMessage;
} RSM_MESSAGE,
*LPRSM_MESSAGE;
```

**lpguidOperation:** A pointer to the identifier of the operation to which the message refers.

**dwNtmsType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object to which the message refers.

**dwState:** A value from the [NtmsLmState \(section 2.2.1.10\)](#) enumeration specifying the state of the operation to which the message refers.

**dwFlags:** This parameter is unused. It MUST be 0 and MUST be ignored on receipt.

**dwPriority:** The priority of the message.

**dwErrorCode:** An implementation-specific nonzero error code.

**lpszComputerName:** A null-terminated sequence of Unicode characters specifying the name of the computer from which the message was sent.

**lpszApplication:** A null-terminated sequence of Unicode characters specifying the name of the application sending the message.

**lpszUser:** A null-terminated sequence of Unicode characters specifying the name of the user sending the message.

**lpszTimeSubmitted:** The null-terminated time at which the message was created.

**lpszMessage:** The null-terminated description of the message.



## 3 Protocol Details

The following sections specify details of the RSM Remote Protocol, including abstract data models, interface method syntax, and message processing rules.

### 3.1 Client Role Details

#### 3.1.1 Abstract Data Model

This section describes a conceptual model of possible data organization that an implementation maintains to participate in this protocol. The described organization is provided to explain how the protocol behaves. This document does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this document.

##### 3.1.1.1 Notification Callback Objects

Clients **MUST** register callback objects if they want to receive event notifications from the server. For each client notification callback object registered with the server, the client **MUST** maintain a cookie containing a unique 32-bit value identifying the callback. The cookie **MUST** be maintained until the callback object is deregistered. The cookie **MUST** be assigned by the server and returned to the client so that the client can use it later to deregister the callback object. The client **MUST NOT** change the identifier.

##### 3.1.2 Timers

No timers are required.

##### 3.1.3 Initialization

The client **MUST** be initialized by creating an RPC binding handle to the [INtmsSession1](#) interface. How to get a client-side RPC binding handle for an **INtmsSession1** interface is specified in [\[MS-DCOM\]](#) section 3.1.4.

If a client wants to receive event notifications from a server, the client **MUST** support the [INtmsNotifySink](#) interface to register and deregister a callback method with the server.

A client **MAY** implement the [IClientSink](#) interface. If a client wants to implement the **IClientSink** interface, the **INtmsNotifySink** interface **MUST** be implemented as a notification forwarder, and **IClientSink** is implemented as a client sink. To initialize a session with the server, a client **MUST** do the following:

- Invoke the [INtmsSession1::OpenNtmsServerSessionW](#) method for a UTF-16–encoded session, or [INtmsSession1::OpenNtmsServerSessionA](#) for an ASCII-encoded session.
- Create an instance of a class that implements the **IClientSink** interface (the client-side notification sink that receives change notifications).
- Create an instance of the class that implements **INtmsNotifySink**.
- Call its [INtmsNotifySink::ConnectCallback](#) method, passing the server's IUnknown interface ([MS-DCOM] section **3.2.1.5.8**) and the client-side notification sink interface.

If the client does not want to implement **IClientSink**, the **INtmsNotifySink** interface **MUST** be implemented as a client sink.

To initialize a session with the server, the client MUST do the following:

- Invoke the **INtmsSession1::OpenNtmsServerSessionW** method for a Unicode session or **INtmsSession1::OpenNtmsServerSessionA** for an ASCII session.
- Create an instance of the class that implements **INtmsNotifySink**.
- Call its **INtmsNotifySink::ConnectCallback** method, passing the server's IUnknown interface and the client-side notification sink interface as NULL.

The client MUST call the [INtmsNotifySink::ReleaseCallback](#) method followed by [INtmsSession1::CloseNtmsSession](#) before ending the session.

### 3.1.4 Higher-Layer Triggered Events

All method invocations are triggered by higher-layer events, such as commands issued within administrative and diagnostic applications. The following sections provide information on method invocations.

#### 3.1.4.1 Common Details

##### 3.1.4.1.1 Methods with Prerequisites

Except for the following specified methods, there is no client-specific processing for the methods in this protocol. The methods are invoked by an application, and any information or status MUST be returned back to the application.

The exceptions to this rule are the following methods, which have the following specific sequencing behaviors:

- To open and close a session, the following MUST be done in sequence:
  1. The client establishes a session with the server using [INtmsSession1::OpenNtmsServerSessionA](#) (ASCII) or [INtmsSession1::OpenNtmsServerSessionW](#) (Unicode).
  2. The client closes the session with [INtmsSession1::CloseNtmsSession](#) when it no longer requires the interface's functionality.
- To receive notifications from the server, the following MUST be done in sequence:
  1. The client calls [INtmsNotifySink::ConnectCallback](#) to register with server and request notifications.
  2. The server calls [INtmsNotifySink::OnNotify](#) to send notifications to those clients that have requested them. The client can decide what it wants to do with that notification.
  3. The client calls [INtmsNotifySink::ReleaseCallback](#) to deregister from the server and receive no further notifications.

### 3.1.5 Message Processing Events and Sequencing Rules

#### 3.1.5.1 Processing Server Replies to Method Calls

Upon receiving a reply from the server in response to a method call, the client MUST validate the return code. Return codes from all method calls are HRESULTs. If the returned HRESULT is

0x00000000, indicating success, the client may assume that any output parameters are present and valid.

The client MUST release any DCOM interfaces returned by the server when the client no longer has any use for them.

### 3.1.5.1.1 Processing Notifications Sent from the Server to the Client

The client MAY choose to implement the [INtmsNotifySink](#) interface and/or the [IClientSink](#) interface in order to receive notification from the server whenever there are changes to the storage objects on the server. Notifications are sent to the client for storage object creation, deletion, and modification. The client MAY choose to take some other action based on these notifications. The client MAY also choose to ignore notifications from the server.

### 3.1.5.2 Message Processing Details

#### 3.1.5.2.1 IClientSink Interface

The **IClientSink** interface is implemented by the client to receive notification of RSM events. The UUID for this interface is "879C8BBE-41B0-11d1-BE11-00C04FB6BF70". The version for this interface is "0.0".

**IClientSink** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">OnNotify</a>	Notifies the sink of an RSM event. Opnum: 3

All methods MUST NOT throw exceptions.

#### 3.1.5.2.1.1 IClientSink::OnNotify (Opnum 3)

The **OnNotify** method notifies the sink of an RSM event.

```
HRESULT OnNotify(  
    [in] DWORD dwType,  
    [in] DWORD dwOperation,  
    [in] LPNTMS_GUID lpIdentifier  
);
```

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object to which the notification refers.

**dwOperation:** A value from the [NtmsNotificationOperations \(section 2.2.1.8\)](#) enumeration specifying the type of operation to which the notification refers.

**lpIdentifier:** A pointer to the identifier of the associated request for this event, if any.

The action taken by a client upon receiving event notification is implementation-specific. [<17>](#)

### 3.1.5.2.2 INTmsNotifySink Interface

The **INTmsNotifySink** interface is implemented by clients to receive notification of RSM events. The UUID for this interface is "BB39332C-BFEE-4380-AD8A-BADC8AFF5BB6". The version for this interface is "0.0".

**INTmsNotifySink** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">ConnectCallback</a>	Connects a connection point to the sink. Opnum: 3
<a href="#">OnNotify</a>	Notifies the sink of an RSM event. Opnum: 4
<a href="#">ReleaseCallback</a>	Removes a connection point from the sink. Opnum: 5

All methods MUST NOT throw exceptions.

#### 3.1.5.2.2.1 INTmsNotifySink::ConnectCallback (Opnum 3)

The **ConnectCallback** method connects a connection point to the sink.

```
HRESULT ConnectCallback(  
    [in] IUnknown* pUnkCP,  
    [in] IUnknown* pUnkSink  
);
```

**pUnkCP:** A pointer to the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**) of the connection point.

**pUnkSink:** A pointer to the **IUnknown interface** of the sink.

Upon receiving this message, the server MUST verify that both *pUnkCP* and *pUnkSink* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return an appropriate error as the response to the client.

Otherwise, the client MUST create a connection between the connection point of a server object (that is, *pUnkCP*) and a client's sink.

The client MUST save a cookie that uniquely identifies the connection.

#### 3.1.5.2.2.2 INTmsNotifySink::OnNotify (Opnum 4)

The **OnNotify** method notifies the sink of an RSM event.

```
HRESULT OnNotify(  
    [in] DWORD dwType,  
    [in] DWORD dwOperation,
```

```
[in] LPGUID lpIdentifier
);
```

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object to which the notification refers.

**dwOperation:** A value from the [NtmsNotificationOperations \(section 2.2.1.8\)](#) enumeration specifying the type of operation to which the notification refers.

**lpIdentifier:** A pointer to the identifier of the event's associated request, if any.

Upon receiving this message, the server MUST forward the event notification message to the client whose connection point is cached.

### 3.1.5.2.2.3 INTmsNotifySink::ReleaseCallback (Opnum 5)

The **ReleaseCallback** method removes a connection point from the sink.

```
HRESULT ReleaseCallback();
```

This method has no parameters.

Upon receiving this message, the server MUST terminate the connection that was established through [INTmsNotifySink::ConnectCallback](#).

## 3.1.6 Timer Events

No timer events are used.

## 3.1.7 Other Local Events

No other local events require special processing on the client.

## 3.2 Server Role Details

### 3.2.1 Abstract Data Model

This section describes a conceptual model of possible data organization that an implementation maintains to participate in this protocol. The described organization is provided to facilitate the explanation of how the protocol behaves. This document does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this document.

#### 3.2.1.1 Server Object

The server object MUST expose DCOM interfaces for retrieving and interacting with all storage management objects. The server object MUST implement the [INTmsSession1](#), [INTmsLibraryControl1](#), [INTmsMediaServices1](#), [INTmsObjectInfo1](#), and [INTmsObjectManagement1](#) interfaces.

The server object MAY implement the [INTmsLibraryControl2](#), [INTmsObjectManagement2](#), [INTmsObjectManagement3](#), [IRobustNtmsMediaServices1](#), and [IMessenger](#) interfaces.

The server object **MUST** maintain a value indicating the server-ready state. The server-ready state may be "not ready", "ready", or "failed". On server object creation, this value **MUST** be "not ready". When the server has completed initialization, this value **MUST** be changed to "ready". Once the value is "ready", it **MUST NOT** change.

If a client calls a server method and the server-ready state of the server is not "ready," the client **MUST** return an appropriate error indicating that the server is not ready (ERROR\_NOT\_READY, 0x00000015).

### 3.2.1.2 List of Objects Present in the System

An RSM system contains libraries, media pools, and media.

#### 3.2.1.2.1 Libraries

The server **MUST** maintain information about two classes of physical locations: libraries and the offline library. Libraries include both data storage media, and the means to read and write to the media. The set of all physical locations includes the libraries and the offline library.

#### 3.2.1.2.2 Media Pools

A media pool is a logical collection of media that share some common attributes. A media pool contains media of only one type, but media in the media pool can be in more than one library. Every cartridge is in a media pool.

There are two classes of media pools: system and application. System media pools are created by the RSM for its own use and include the free, import, and unrecognized pools. Application media pools are created by applications to group media. Grouping media is especially important if several applications are sharing the libraries attached to a system and the media they contain.

Each media pool has access permissions that control access to the media that belong to the pool. While these permissions do not control access to the data contained on the media, they do control the manipulation of the media, including an application's ability to move media from the pool or to allocate media for its own use.

Media pools can be used hierarchically. A media pool can be used to hold other media pools, or it can be used to hold media. An application that needs to group media of several types into one collection can create an application media pool for the whole collection, and additional media pools within it, one for each media type. RSM actually uses this technique for its **system pools**. Within the free pool, for example, is a media pool for each media type.

Both sides of a two-sided cartridge **MUST** be in the same pool.

The possible types of media pools include system pools, free pools, unrecognized pools, import pools, and **application pools**.

#### 3.2.1.2.3 Media

Media can be either physical media or logical media.

For each storage object, the list **MUST** contain the following data elements:

**id:** A unique identifier that **MUST** remain associated with the storage object for the entire duration of the server session (defined as one instantiation of the server process from initialization to shutdown). The identifier **MUST** be assigned by the server, and **MUST** be used by the client to refer to the object in the methods of the protocol. The server **MUST NOT** change the identifier, and **MUST**

NOT assign it to another object until the server shuts down. The identifier MAY persist across server sessions. [<18>](#)

**type:** One of the SCSI device types [\[SCSI-2\]](#) acquired from device inquiry data.

### 3.2.1.3 List of Clients Connected to the Server

For each client connected to the server, the list MUST contain the following data elements:

**id:** A unique identifier that MUST remain associated with the storage object for the entire duration of the server session (defined as one instantiation of the server process from initialization to shutdown). The identifier MUST be assigned by the server, and MUST be used by the client to refer to the object in the methods of the protocol. The server MUST NOT change the identifier, and MUST NOT assign it to another object until the server shuts down. The identifier MAY persist across server sessions. [<19>](#)

**notifyInterface:** A pointer to the [INtmsNotifySink](#) or [IClientSink](#) interface that is implemented by the client to receive notifications from the server.

### 3.2.1.4 List of Tasks Currently Executed on the Server

#### Library Requests

When applications make a library request, the server MUST place these requests in a queue and process them as resources become available. For example, a request to mount a tape in a library results in a mount work queue item, which might wait until a drive is available.

#### Operator Requests

The server MUST generate operator requests in the following situations:

- Media is required to be moved online because an application has initiated a mount request for media that is offline.
- There are no available media online in the specified application media pool or in the appropriate free media pool when an application requests media allocation. The operator MUST supply new media or available media that is offline to satisfy the request.
- A device fails and requires service.
- A drive needs to be cleaned and there is no usable cleaner cartridge available in the library unit.

### 3.2.2 Timers

No timers are required.

### 3.2.3 Initialization

At startup, the server registers the COM interfaces, and then initializes the lists of objects and tasks.

#### 3.2.3.1 List of Storage Objects Present in the System

The server initializes an empty list and then populates it with all libraries, media pools, and tape drives connected to the server.

### 3.2.3.2 List of Clients Connected to the Server

The server initializes an empty list.

### 3.2.3.3 List of Tasks Currently Executed on the Server

The server initializes an empty list.

### 3.2.4 Higher-Layer Triggered Events

No higher-layer events are processed.

### 3.2.5 Message Processing Events and Sequencing Rules

#### 3.2.5.1 Rules for Modifying the List of Storage Objects

A number of protocol message processing steps result in the server modifying its list of storage objects. Possible actions include the following:

- Add storage object. This action is complete when a new storage object is created as a result of processing the protocol message.
- Delete storage object. This action is complete when a storage object is deleted as a result of processing the protocol message.
- Modify storage object. This action is complete when a storage object is modified as a result of processing the protocol message.

The server **MUST** follow these rules when making a change to the list of storage objects:

- When adding a storage object, the server **MUST** generate a unique identifier of type logical media identifier (LMID) for the object, and **MUST** initialize other fields of the object.
- When updating a storage object, the server **MUST** update all the required fields, or all the changes **MUST** be canceled if the update fails.
- Any change made to a storage object in the list **MUST** be accompanied by the sending of appropriate notification messages to all clients that are registered with the server for receiving notifications.

The following subsections list the changes that **MUST** be made by the server to the list of storage objects for each one of the protocol messages.

#### 3.2.5.2 Message Processing Details

Some RSM Remote Protocol functionality is provided by two parallel methods, one providing support for ASCII and the other for Unicode. The server **MUST** use an object's GUID to map the object to different names given via equivalent methods, and perform identical operations on an object regardless of whether the method used is ASCII or Unicode.

Before processing any of the following methods, the server **SHOULD** obtain the identity and authorization information about the client from the underlying DCOM or RPC runtime. These methods **SHOULD** impose an implementation-dependent authorization policy decision before performing the function. [<20>](#)



### 3.2.5.2.1 INtmsLibraryControl1 Interface

The **INtmsLibraryControl1** interface is implemented by the server to support management of media libraries. The UUID for this interface is "4E934F30-341A-11D1-8FB1-00A024CB6019". The version for this interface is "0.0".

**INtmsLibraryControl1** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">EjectNtmsMedia</a>	Ejects media from the port of a library. Opnum: 3
<a href="#">InjectNtmsMedia</a>	Allows media to be inserted into the port of an online library. Opnum: 4
<a href="#">AccessNtmsLibraryDoor</a>	Unlocks the door of an online library. Opnum: 5
<a href="#">CleanNtmsDrive</a>	Queues a cleaning request for a drive. Opnum: 6
<a href="#">DismountNtmsDrive</a>	Moves a medium from a drive to its storage slot. Opnum: 7
<a href="#">InventoryNtmsLibrary</a>	Queues a request to perform an inventory of an online library. Opnum: 8
Opnum9NotUsedOnWire	Reserved for local use. Opnum: 9
<a href="#">CancelNtmsLibraryRequest</a>	Cancels outstanding library requests. Opnum: 10
<a href="#">ReserveNtmsCleanerSlot</a>	Reserves a slot in an online library for a drive cleaner cartridge. Opnum: 11
<a href="#">ReleaseNtmsCleanerSlot</a>	Removes an existing slot reservation for a cleaner cartridge. Opnum: 12
<a href="#">InjectNtmsCleaner</a>	Allows a cleaner cartridge to be inserted into an online library unit. Opnum: 13
<a href="#">EjectNtmsCleaner</a>	Ejects the cleaner cartridge from the currently reserved cleaner slot. Opnum: 14
<a href="#">DeleteNtmsLibrary</a>	Deletes a library and all the devices in it. Opnum: 15
<a href="#">DeleteNtmsDrive</a>	Deletes a drive.

Method	Description
	Opnum: 16
<a href="#">GetNtmsRequestOrder</a>	Retrieves the order in which a request will be processed in the library queue. Opnum: 17
<a href="#">SetNtmsRequestOrder</a>	Sets the order in which a request will be processed in the library queue. Opnum: 18
<a href="#">DeleteNtmsRequests</a>	Deletes a request or a list of requests. Opnum: 19
<a href="#">BeginNtmsDeviceChangeDetection</a>	Begins a device change detection session. Opnum: 20
<a href="#">SetNtmsDeviceChangeDetection</a>	Sets one or more target devices for change detection. Opnum: 21
<a href="#">EndNtmsDeviceChangeDetection</a>	Ends device change detection for one or more target devices. Opnum: 22

In the table above, the term "Reserved for local use" means that the client MUST NOT send the opnum, and the server behavior is undefined [<21>](#) since it does not affect interoperability.

All methods MUST NOT throw exceptions.

### 3.2.5.2.1.1 INtmsLibraryControl1::EjectNtmsMedia (Opnum 3)

The **EjectNtmsMedia** method ejects media from the port of a library.

```
HRESULT EjectNtmsMedia(
    [in, unique] LPNTMS_GUID lpMediaId,
    [in, out] LPNTMS_GUID lpEjectOperation,
    [in] DWORD dwAction
);
```

**lpMediaId:** A pointer to the **media identifier** of the media to eject.

**lpEjectOperation:** A pointer to the identifier of the eject process; MUST be used with *dwAction* set to NTMS\_EJECT\_STOP.

**dwAction:** One of the NTMS\_EJECT\_START, NTMS\_EJECT\_STOP, or NTMS\_EJECT\_QUEUE values from the [NtmsEjectOperation](#) enumeration, that specifies the action to perform.

Return value/code	Description
0x00000000 S_OK	The eject is queued.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem

Return value/code	Description
	error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000000AA ERROR_BUSY	More media are queued than slots are available in the NTMS_IEPORT object.
0x000010D1 ERROR_LIBRARY_OFFLINE	The library identifier refers to an offline library that cannot eject media.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DD ERROR_INVALID_OPERATION	The NTMS_EJECT_STOP action was performed on an invalid operation identifier.
0x000010DE ERROR_MEDIA_NOT_AVAILABLE	The media are disabled.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is not available.

Upon receiving this message the server MUST:

- Verify that *lpMediaId* is not NULL.
- Verify that *lpEjectOperation* is not NULL.
- Verify that the value of *dwAction* is not greater than the value of NTMS\_EJECT\_ASK\_USER.

If parameter validation fails, the server MUST fail the operation immediately and return the corresponding invalid argument error as its response to the client. If parameter validation succeeds, the server MUST do the following:

- Eject the specified medium from the port of the current library. If the library is busy, the server MUST queue the **EjectNtmsMedia** message and return success (S\_OK).
- Move media that are ejected to the offline library by using the **EjectNtmsMedia** method, or delete them from the database. Cleaner cartridge, import media, unrecognized media, and incompatible media MUST be deleted when ejected.
- Return an error (ERROR\_BUSY, 0x000000AA) if the media are currently in use (mounted or opened).
- Use the [AccessNtmsLibraryDoor](#) method to insert and eject media if the library does not have a port.

The **EjectNtmsMedia** method does not work with the offline library. If the library identifier refers to an offline library that cannot eject media, the server MUST return ERROR\_LIBRARY\_OFFLINE (0x000010D1).

If the NTMS\_EJECT\_STOP flag is specified for *dwAction*, the eject operation specified by the *lpEjectOperation* parameter MUST be stopped. The *lpEjectOperation* GUID MUST be returned when the NTMS\_EJECT\_START flag is used.

The NTMS\_EJECT\_QUEUE flag is used to bundle or batch media marked for ejection into a multislot library. Media may be queued for ejection by using the queue action when the application has queued all the necessary media. The application uses the start command to begin the physical eject operation. To do this, the application may use the NTMS\_EJECT\_START action on the last medium or a medium identified by all zeros. If the library does not have a port, the **AccessNtmsLibraryDoor** method may be used to insert and eject media.

### 3.2.5.2.1.2 INtmsLibraryControl1::InjectNtmsMedia (Opnum 4)

The **InjectNtmsMedia** method allows media to be inserted into the port of an online library.

```
HRESULT InjectNtmsMedia(
    [in] LPNTMS_GUID lpLibraryId,
    [in, out] LPNTMS_GUID lpInjectOperation,
    [in] DWORD dwAction
);
```

**lpLibraryId:** A pointer to the identifier of a media library.

**lpInjectOperation:** A pointer to the identifier of the insert process; returned for use with the NTMS\_INJECT\_STOP action code.

**dwAction:** A value from the [NtmsInjectOperation](#) enumeration, specifying the action to perform.

Return value/code	Description
0x00000000 S_OK	The insert is queued.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010D1 ERROR_LIBRARY_OFFLINE	The library identifier refers to an offline library that cannot inject media.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DD ERROR_INVALID_OPERATION	The NTMS_INJECT_STOP action was performed on an invalid operation identifier.

Return value/code	Description
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is disabled.
0x000010E2 ERROR_LIBRARY_FULL	The library is full, and no slot is available for use.

Upon receiving this message, the server MUST:

- Verify that *lpMediaId* is not NULL.
- Verify that *lpEjectOperation* is not NULL.
- Verify that *dwAction* is not greater than NTMS\_EJECT\_ASK\_USER.

If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057). If the library is offline, the method MUST return ERROR\_LIBRARY\_OFFLINE (0x000010D1).

Because libraries vary in functionality of the NTMS\_IEPORT object, each device might operate slightly differently. The following steps specify how the RSM server generally handles a media inject request:

1. The server allows, unlocks, or extends the NTMS\_IEPORT.
2. The server checks to see whether there is a full NTMS\_IEPORT, a retracted NTMS\_IEPORT, a Stop Inject command, or a time-out value. If none of these have occurred, the server MUST continue to wait. (Multicartridge IE ports are not scanned for full status.)
3. When one of the preceding events occurs, the NTMS\_IEPORT MUST be locked; each medium in the NTMS\_IEPORT is moved to a slot; and an Identify Medium command is queued for each medium. If there are not enough slots for the media in the NTMS\_IEPORT object, the media MUST remain in the NTMS\_IEPORT object and an operator request is sent, requesting that media be removed from the library. If an NTMS\_INJECT\_STOP action was issued on an invalid operation identifier, the **InjectNtmsMedia** method MUST return ERROR\_INVALID\_OPERATION (0x000010DD). If there are no free slots, the **InjectNtmsMedia** method MUST return ERROR\_LIBRARY\_FULL (0x000010E2).

If the library specified by the **InjectNtmsMedia** method does not have a port, the [AccessNtmsLibraryDoor](#) method MAY be used to insert and eject media.

### 3.2.5.2.1.3 INtmsLibraryControl1::AccessNtmsLibraryDoor (Opnum 5)

The **AccessNtmsLibraryDoor** method unlocks the door of an online library.

```
HRESULT AccessNtmsLibraryDoor(
    [in] LPNTMS_GUID lpLibraryId,
    [in] DWORD dwAction
);
```

**lpLibraryId:** A pointer to the identifier of a media library.

**dwAction:** One of the NTMS\_INVENTORY\_NONE, NTMS\_INVENTORY\_OMID, NTMS\_INVENTORY\_FAST, or NTMS\_INVENTORY\_DEFAULT values from the

[NtmsInventoryMethod](#) enumeration, specifying the action to perform when the door is next closed.

Return value/code	Description
0x00000000 S_OK	The door access is queued.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The library identifier is missing.
0x000010D1 ERROR_LIBRARY_OFFLINE	The library identifier refers to an offline library without a door.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DC ERROR_RESOURCE_NOT_PRESENT	The library does not have a door.
0x000010DD ERROR_INVALID_OPERATION	An NTMS_INJECT_STOP action was performed on an invalid operation identifier.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is disabled.

Upon receiving this message, the server MUST:

- Verify that *lpLibraryId* is not NULL.
- Verify that *dwAction* is less than NTMS\_INVENTORY\_MAX.

If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check the access to the library and verify that the library is enabled and online before making the call. If the library is offline, the server MUST return ERROR\_LIBRARY\_OFFLINE (0x000010D1).

If the library does not have a door, the server MUST return ERROR\_RESOURCE\_NOT\_PRESENT (0x000010DC).

The action taken by the server depends on the value of *dwAction*. The following table lists all possible values for *dwAction*.

Value	Meaning
NTMS_INVENTORY_NONE	After the user closes the door, no inventory is performed. However, if a

Value	Meaning
	mount-label check fails, an inventory is performed.
NTMS_INVENTORY_OMID	After the user closes the door, a full on-media inventory is performed.
NTMS_INVENTORY_FAST	If the library has a bar code reader installed, this flag causes a bar code inventory to be performed. If the library does not have a bar code reader, this flag causes a differential inventory to be performed. The OMIDs are checked on each medium placed in an empty slot while the door is open.
NTMS_INVENTORY_DEFAULT	Use the inventory method specified in the library object (for more information, see the description of the <a href="#">NTMS_LIBRARYINFORMATION</a> structure).

The server programmatically unlocks the door of the specified library. If the library is busy, the server **MUST** queue the request and return success.

The failure or success of this method **MUST NOT** depend on the type of library. Some libraries provide no means for the server to programmatically lock and unlock their doors. The behavior of this method with these libraries is identical to its behavior with libraries that the server can unlock and lock.

#### 3.2.5.2.1.4 INtmsLibraryControl1::CleanNtmsDrive (Opnum 6)

The **CleanNtmsDrive** method queues a cleaning request for a drive.

```
HRESULT CleanNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);
```

**lpDriveId:** A pointer to the identifier of a drive.

Return value/code	Description
0x00000000 S_OK	The cleaning request is queued.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but they indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x0000000F ERROR_INVALID_DRIVE	The drive identifier is invalid.
0x00000057 ERROR_INVALID_PARAMETER	The drive identifier is missing.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Return value/code	Description
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The drive or library is disabled.

Upon receiving this message, the server MUST verify that *lpDriveId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If the parameter validation succeeds, the server MUST check the access to the library and verify that the library is enabled and online before making the call.

If the drive selected in the **CleanNtmsDrive** method is a stand-alone drive, the drive MUST be marked as cleaned and the time noted in the server database; otherwise, the server MUST check for a cleaner and issue an operator request to mount one.

### 3.2.5.2.1.5 INtmsLibraryControl1::DismountNtmsDrive (Opnum 7)

The **DismountNtmsDrive** method moves a medium from a drive to its storage slot.

```
HRESULT DismountNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);
```

**lpDriveId:** A pointer to the identifier of a drive.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but they indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The drive identifier is missing.
0x0000000F ERROR_INVALID_DRIVE	The drive identifier is invalid.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DF	The drive or library is disabled.



Return value/code	Description
ERROR_DEVICE_NOT_AVAILABLE	
0x0000139F ERROR_INVALID_STATE	The drive does not contain media.

Upon receiving this message, the server MUST verify that *lpDriveId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST get the selected library from the database, check the access to the library, and verify that the library is enabled and online before making the call.

If the drive specified by the *lpDriveId* parameter is empty or if the media is opened, an error MUST be returned; otherwise, the media MUST be dismounted from the drive.

### 3.2.5.2.1.6 INtmsLibraryControl1::InventoryNtmsLibrary (Opnum 8)

The **InventoryNtmsLibrary** method queues a request to perform an inventory of an online library.

```
HRESULT InventoryNtmsLibrary(
    [in] LPNTMS_GUID lpLibraryId,
    [in] DWORD dwAction
);
```

**lpLibraryId:** A pointer to the identifier of a media library.

**dwAction:** One of the NTMS\_INVENTORY\_STOP, NTMS\_INVENTORY\_OMID, NTMS\_INVENTORY\_FAST, or NTMS\_INVENTORY\_DEFAULT values from the [NtmsInventoryMethod](#) enumeration, specifying the action to perform. .

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to one or more objects is denied.
0x00000057 ERROR_INVALID_PARAMETER	The library identifier is invalid.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010CD ERROR_INVALID_LIBRARY	The library is offline.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is not connected.

Upon receiving this message, the server MUST verify that **lpLibraryId** is not NULL.

If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST get the library selected from the database, check the access to the library, and verify that the library is enabled and is online before making the call.

The action taken by the server depends on the value of *dwAction*. The following table lists all possible values for *dwAction*.

Value	Meaning
NTMS_INVENTORY_OMID	A full on-media inventory is performed. Each side of each medium MUST be mounted into a drive.
NTMS_INVENTORY_FAST	If the library has a bar code reader installed, this flag causes a bar code inventory to be performed. If the library does not have a bar code reader, this flag causes a differential inventory to be performed (slots are classified).
NTMS_INVENTORY_DEFAULT	Use the inventory method specified in the library object (for more information, see the description of the <a href="#">NTMS_LIBRARYINFORMATION</a> structure).
NTMS_INVENTORY_STOP	Stop the current inventory in the specified library.

The libraries that are not present MUST not be inventoried.

The **InventoryNtmsLibrary** method MUST mark all the slots that currently contain a medium in the library for classification or identification. The **InventoryNtmsLibrary** method returns when all the media is marked.

### 3.2.5.2.1.7 INtmsLibraryControl1::CancelNtmsLibraryRequest (Opnum 10)

The **CancelNtmsLibraryRequest** method cancels outstanding library requests.

```
HRESULT CancelNtmsLibraryRequest(
    [in] LPNTMS_GUID lpRequestId
);
```

**lpRequestId:** A pointer to the identifier of the request to cancel.

Return value/code	Description
0x00000000 S_OK	The library request has been queued for cancellation.
0x00000005 ERROR_ACCESS_DENIED	Only an administrator of the server can cancel library requests.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The identifier of the library request object was not found.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If the library is busy, the server MUST queue the cancellation and return success; otherwise, the server MUST cancel the outstanding library requests and return success (S\_OK).

### 3.2.5.2.1.8 INtmsLibraryControl1::ReserveNtmsCleanerSlot (Opnum 11)

The **ReserveNtmsCleanerSlot** method reserves a slot in an online library for a drive cleaner cartridge.

```
HRESULT ReserveNtmsCleanerSlot(  
    [in] LPNTMS_GUID lpLibrary,  
    [in] LPNTMS_GUID lpSlot  
);
```

**lpLibrary:** A pointer to the identifier of the media library in which to reserve the slot.

**lpSlot:** A pointer to the identifier of the slot to reserve.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000006 ERROR_INVALID_HANDLE	The slot definition is not found in the database.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is not connected.
0x000010EB ERROR_CLEANER_SLOT_SET	A cleaner slot is already reserved.
0x0000138E ERROR_RESOURCE_NOT_AVAILABLE	The specified slot already contains a medium.

Upon receiving this message, the server MUST verify that both *lpLibrary* and *lpSlot* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check access to the library and verify that the library is enabled online. If the specified slot is not present, the server MUST return ERROR\_RESOURCE\_NOT\_AVAILABLE (0x0000138E).

Only a single slot in a library can be reserved for a drive cleaner cartridge. If the library already has a cleaner slot reserved, the server MUST return ERROR\_CLEANER\_SLOT\_SET (0x000010EB).

If the specified slot already contains a medium, the server MUST return ERROR\_RESOURCE\_NOT\_AVAILABLE (0x0000138E).

### 3.2.5.2.1.9 INtmsLibraryControl1::ReleaseNtmsCleanerSlot (Opnum 12)

The **ReleaseNtmsCleanerSlot** method removes an existing slot reservation for a cleaning cartridge.

```
HRESULT ReleaseNtmsCleanerSlot(  
    [in] LPNTMS_GUID lpLibrary  
);
```

**lpLibrary:** A pointer to the identifier of the media library from which to remove the slot reservation.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000006 ERROR_INVALID_HANDLE	The handle is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	Not enough storage is available to process this command.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is incorrect.
0x000001E7 ERROR_INVALID_ADDRESS	An attempt was made to access an invalid address.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010D1 ERROR_LIBRARY_OFFLINE	The operation cannot be performed on an offline library.
0x000010D5 ERROR_RESOURCE_DISABLED	A resource required for this operation is disabled.
0x000010DC ERROR_RESOURCE_NOT_PRESENT	The resource that is required for this operation does not exist.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is not connected.

Upon receiving this message, the server MUST validate that *lpLibrary* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check access to the library and verify that the library is enabled and online before processing further.

The **ReleaseNtmsCleanerSlot** method removes an existing slot reservation for a cleaning cartridge. The slot can then be used for data cartridges. For the **ReleaseNtmsCleanerSlot** method to succeed, the slot MUST be present and empty. The library MUST also have a slot reserved for cleaning.

### 3.2.5.2.1.10 INtmsLibraryControl1::InjectNtmsCleaner (Opnum 13)

The **InjectNtmsCleaner** method allows a cleaner cartridge to be inserted into an online library unit.

```
HRESULT InjectNtmsCleaner(  
    [in] LPNTMS_GUID lpLibrary,  
    [in, out] LPNTMS_GUID lpInjectOperation,  
    [in] DWORD dwNumberOfCleansLeft,  
    [in] DWORD dwAction  
);
```

**lpLibrary:** A pointer to the identifier of the media library into which the cleaner will be inserted.

**lpInjectOperation:** A pointer to the identifier of the insert operation.

**dwNumberOfCleansLeft:** The number of cleaning cycles remaining on the cleaning media.

**dwAction:** One of the NTMS\_INJECT\_START or NTMS\_INJECT\_STOP values from the [NtmsInjectOperation](#) enumeration, specifying the operation to perform.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to at least one object is denied.
0x00000006 ERROR_INVALID_HANDLE	The handle is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	Not enough storage is available to process this command.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is incorrect.
0x000010CD ERROR_INVALID_LIBRARY	The library is not found in the database.
0x000010D1 ERROR_LIBRARY_OFFLINE	The library must be online for a cleaner cartridge to be inserted.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	The library is not connected.
0x000010EC ERROR_CLEANER_SLOT_NOT_SET	A cleaner slot is not reserved.
0x0000138E ERROR_RESOURCE_NOT_AVAILABLE	The reserved slot is not empty.
0x80070032 ERROR_NOT_SUPPORTED	The <b>dwaction</b> field is set to NTMS_INJECT_STOP, but there are no library ports.

Upon receiving this message, the server MUST verify that both *lpLibrary* and *lpInjectOperation* are not NULL. If parameter validation fails, the server MUST fail the operation immediately and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check access to the library and verify that the library is enabled and online before processing further.

The action taken by the server depends on the value of *dwAction*. The following table lists all possible values for *dwAction*.

Value	Meaning
NTMS_INJECT_START	Start the insertion with either the NTMS_IEPORT or the NTMS_IEDOOR object. A single cleaner cartridge MUST be inserted. If the NTMS_IEDOOR object is used, no inventory is performed on the library.
NTMS_INJECT_STOP	Terminates the insertion prior to the time-out event lapsing (for libraries with ports only).

The **InjectNtmsCleaner** method inserts the cleaner cartridge in the reserved library slot. To use the **InjectNtmsCleaner** method, the number of cleaning cycles that remain on the cleaner cartridge MUST be specified so that the server can keep track of it.

### 3.2.5.2.1.11 INtmsLibraryControl1::EjectNtmsCleaner (Opnum 14)

The **EjectNtmsCleaner** method ejects the cleaning cartridge from the currently reserved cleaner slot.

```
HRESULT EjectNtmsCleaner(
    [in] LPNTMS_GUID lpLibrary,
    [in, out] LPNTMS_GUID lpEjectOperation,
    [in] DWORD dwAction
);
```

**lpLibrary:** A pointer to the identifier of the media library from which the cleaner will be ejected.

**lpEjectOperation:** A pointer to the identifier of the eject operation.

**dwAction:** One of the NTMS\_EJECT\_START or NTMS\_EJECT\_STOP values from the [NtmsEjectOperation \(section 2.2.2.1\)](#) enumeration, specifying the operation to perform.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to one or more objects is denied.
0x00000006 ERROR_INVALID_HANDLE	The handle is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	Not enough storage is available to process this command.

Return value/code	Description
0x00000057 ERROR_INVALID_PARAMETER	The parameter is incorrect.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010CD ERROR_INVALID_LIBRARY	The library is not found in the database.

Upon receiving this message, the server MUST verify that both *lpLibrary* and *lpInjectOperation* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check access to the library and verify that the library is enabled and online before processing further.

The action taken by the server depends on the value of *dwAction*. The following table lists all possible values for *dwAction*.

Value	Meaning
NTMS_EJECT_START	Starts the eject operation with a port. The specified medium is ejected until the time-out event occurs or the method is called again with NTMS_EJECT_STOP. The time-out value is specified in the library object and is applied to all ejections in the library.
NTMS_EJECT_STOP	For libraries with NTMS_IEPORT objects only. Terminates the ejection process that is specified by <i>lpEjectOperation</i> prior to the time-out event lapsing.

The **EjectNtmsCleaner** method ejects the cleaning cartridge from the currently reserved cleaner slot.

If the library that is specified in the **EjectNtmsCleaner** method has an NTMS\_IEPORT object, RSM uses the NTMS\_IEPORT object to eject the cleaner. If there is no NTMS\_IEPORT object, the NTMS\_IEDOOR object is used to allow the operator to gain access to the cleaner slot.

Ejected cleaner cartridges are not tracked in the offline library.

### 3.2.5.2.1.12 INtmsLibraryControl1::DeleteNtmsLibrary (Opnum 15)

The **DeleteNtmsLibrary** method deletes a library and all the devices in it. Any media in the library are moved to the offline library.

```
HRESULT DeleteNtmsLibrary(
    [in] LPNTMS_GUID lpLibraryId
);
```

**lpLibraryId:** A pointer to the identifier of the media library to delete.

Return value/code	Description
0x00000000	The call was successful.

Return value/code	Description
S_OK	
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010CC ERROR_INVALID_MEDIA	A media identifier is missing.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that *lpLibrary* is not NULL. If it is NULL, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

Otherwise, the server MUST get the selected library from the database, check access to the library, verify that the library is enabled and offline before further processing, and then move all devices offline.

The **DeleteNtmsLibrary** method deletes a library and all devices contained in the library from the server database. All media in the library are moved to the offline library.

### 3.2.5.2.1.13 INtmsLibraryControl1::DeleteNtmsDrive (Opnum 16)

The **DeleteNtmsDrive** method deletes a drive.

```
HRESULT DeleteNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);
```

**lpDriveId:** A pointer to the identifier of the drive to delete.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.



Return value/code	Description
0x0000000F ERROR_INVALID_DRIVE	The drive identifier is invalid.
0x00000057 ERROR_INVALID_PARAMETER	The media identifier is missing.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that *lpDriveId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check access to the library and verify that the library is enabled and offline before further processing.

If this drive belongs to a standalone library (that is, the number of slots in the library is zero) the server MUST delete the library, thereby leaving media and other objects in a consistent state.

The **DeleteNtmsDrive** method deletes a drive from the RSM database. The drive MUST have *dwOperationalState* set to NTMS\_NOT\_PRESENT.

#### 3.2.5.2.1.14 INtmsLibraryControl1::GetNtmsRequestOrder (Opnum 17)

The **GetNtmsRequestOrder** method retrieves the order in which a request will be processed in the library queue.

```
HRESULT GetNtmsRequestOrder(
    [in] LPNTMS_GUID lpRequestId,
    [out] DWORD* lpdwOrderNumber
);
```

**lpRequestId:** A pointer to the identifier of a library request.

**lpdwOrderNumber:** A pointer to the order in the queue in which the request will be processed. This queue MUST start with order 1.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057	The library identifier is missing.

Return value/code	Description
ERROR_INVALID_PARAMETER	
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Upon receiving this message, the server MUST verify that both *lpRequestId* and *lpdwOrder* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The server MUST search the request queue for the request ID that is pointed to by *lpRequestId*. If the server finds the entry for *lpRequestId*, it MUST return the order of that entry in *lpdwOrder*; otherwise, it MUST return 0 in *lpdwOrder*.

### 3.2.5.2.1.15 INtmsLibraryControl1::SetNtmsRequestOrder (Opnum 18)

The **SetNtmsRequestOrder** method sets the order in which a request will be processed in the library queue.

```
HRESULT SetNtmsRequestOrder(
    [in] LPNTMS_GUID lpRequestId,
    [in] DWORD dwOrderNumber
);
```

**lpRequestId:** A pointer to the identifier of a library request.

**dwOrderNumber:** The order in the queue in which the request will be processed. This queue MUST start with order 1.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The library or operation identifiers are missing.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST compose a response to the client after checking the access.

The **SetNtmsRequestOrder** method sets the order that the specified request will be processed in the library queue.

The server MUST maintain the request queue sorted by request types, as specified in section [2.2.4.3](#). The server MAY select its own ordering mechanism within the same type of requests. <22>

### 3.2.5.2.1.16 INtmsLibraryControl1::DeleteNtmsRequests (Opnum 19)

The **DeleteNtmsRequests** method deletes a request or a list of requests. Requests that have already been submitted or are queued, waiting, or in progress MUST NOT be deleted.

```
HRESULT DeleteNtmsRequests(  
    [in, size_is(dwCount)] LPNTMS_GUID lpRequestId,  
    [in] DWORD dwType,  
    [in] DWORD dwCount  
);
```

**lpRequestId:** An array of library or operator request identifiers to delete.

**dwType:** One of the NTMS\_LIBREQUEST or NTMS\_OPREQUEST values from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of operation to cancel.

**dwCount:** The number of elements in the *lpRequestId* array.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The type identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If it is, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check the access.

The action taken by the server depends on the value of *dwAction*. The following table lists all possible values for *dwAction*.

Value	Meaning
NTMS_LIBREQUEST	Library request
NTMS_OPREQUEST	Operator request

The **DeleteNtmsRequests** method deletes a request or a list of requests from the server database. Library or operator requests that are in a completed, failed, refused, or canceled state are removed. Submitted requests, queued requests, waiting requests, and in-progress requests are not deleted.

An error is not returned if a request or list of requests is not found.

### 3.2.5.2.1.17 INtmsLibraryControl1::BeginNtmsDeviceChangeDetection (Opnum 20)

The **BeginNtmsDeviceChangeDetection** method begins a device change detection session. The libraries for which media change detection is required **MUST** be set using the [SetNtmsDeviceChangeDetection](#) method. Implementation of this method is optional, and the server **MAY** return a not-implemented error (ERROR\_CALL\_NOT\_IMPLEMENTED, 0x00000078).

```
HRESULT BeginNtmsDeviceChangeDetection(  
    [out] NTMS_HANDLE* lpDetectHandle  
);
```

**lpDetectHandle:** A pointer to the new device change detection handle.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000006 ERROR_INVALID_HANDLE	The handle is invalid.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x00000078 ERROR_CALL_NOT_IMPLEMENTED	This function is not supported on this system.

Implementation of this method is optional and the server **MAY** return a not-implemented error (ERROR\_CALL\_NOT\_IMPLEMENTED, 0x00000078).

Upon receiving this message, the server **MUST** verify that *lpDetectHandle* is not NULL. If it is, the server **MUST** immediately fail the operation and return an invalid handler error (ERROR\_INVALID\_HANDLE, 0x00000006).

The **BeginNtmsDeviceChangeDetection** method allows the application to begin a device change detection session.

After calling **BeginNtmsDeviceChangeDetection**, the application can set the stand-alone libraries for which media change detection is required using the **SetNtmsDeviceChangeDetection** method. RSM continues to detect changes for the devices specified until the change detection session is closed using the [EndNtmsDeviceChangeDetection](#) method.

The server returns a pointer to the new device change detection handle in *lpDetectHandle*.[<23>](#)

### 3.2.5.2.1.18 INtmsLibraryControl1::SetNtmsDeviceChangeDetection (Opnum 21)

The **SetNtmsDeviceChangeDetection** method sets one or more target devices for change detection. Implementation of this method is optional, and the server MAY return a not-implemented error (ERROR\_CALL\_NOT\_IMPLEMENTED, 0x00000078).

```
HRESULT SetNtmsDeviceChangeDetection(  
    [in] NTMS_HANDLE DetectHandle,  
    [in, size_is(dwCount)] LPNTMS_GUID lpObjectId,  
    [in] DWORD dwType,  
    [in] DWORD dwCount  
);
```

**DetectHandle:** The device change detection handle, or NULL for a single poll of the objects in *lpObjectId*. The handle MUST have come from a prior [BeginNtmsDeviceChangeDetection](#) method invocation.

**lpObjectId:** An array of media library, physical media, or media type identifiers, used to specify the target devices for change detection. All identifiers MUST be of the same type.

**dwType:** One of the NTMS\_LIBRARY, NTMS\_PHYSICAL\_MEDIA, or NTMS\_MEDIA\_TYPE values defined in the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of the objects in *lpObjectId*.

**dwCount:** The number of elements in the *lpObjectId* array.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000006 ERROR_INVALID_HANDLE	The detection handle is invalid.
0x00000057 ERROR_INVALID_PARAMETER	The specified object type is invalid.
0x00000078 ERROR_CALL_NOT_IMPLEMENTED	This function is not supported on this system.
0x000010CC ERROR_INVALID_MEDIA	The specified media or type is not found in the database.
0x000010CD ERROR_INVALID_LIBRARY	The specified media library is not found in the database.

Upon receiving this message, the server MUST verify that both *lpDetectHandle* and *lpObjectId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The **SetNtmsDeviceChangeDetection** method sets one or more target devices for change detection.

The device can be specified directly by passing library GUIDs, or indirectly by passing physical media or media type GUIDs. When using the indirect specification, all stand-alone libraries that could contain the media or media type are detected. All devices that are specified continue to be detected

until the device change detection handle is closed using the [EndNtmsDeviceChangeDetection](#) method.

This method can also be used to poll for changed media in the specified devices. This feature is typically used by a UI when opening a leaf node or implementing a refresh option. <24>

### 3.2.5.2.1.19 INtmsLibraryControl1::EndNtmsDeviceChangeDetection (Opnum 22)

The **EndNtmsDeviceChangeDetection** method ends device change detection for one or more target devices. Implementation of this method is optional, and the server MAY return a not-implemented error (ERROR\_CALL\_NOT\_IMPLEMENTED, 0x00000078).

```
HRESULT EndNtmsDeviceChangeDetection(  
    [in] NTMS_HANDLE DetectHandle  
);
```

**DetectHandle:** The device change detection handle to close. The handle MUST have come from a prior [BeginNtmsDeviceChangeDetection](#) method invocation.

Return value/code	Description
S_OK 0x00000000	The call was successful.
ERROR_INVALID_HANDLE 0x00000006	The detection handle was invalid.
0x00000078 ERROR_CALL_NOT_IMPLEMENTED	This function is not supported on this system.

Upon receiving this message, the server MUST verify that *lpDetectHandle* is not NULL. If it is, the server MUST immediately fail the operation and return an invalid handler error (ERROR\_INVALID\_HANDLE, 0x00000006).

The **EndNtmsDeviceChangeDetection** method ends device change detection for any target devices specified using the [SetNtmsDeviceChangeDetection](#) method, and closes the change detection handle.

Closing the RSM session also ends all device change detection sessions. <25>

### 3.2.5.2.2 INtmsMediaServices1 Interface

The **INtmsMediaServices1** interface is implemented by servers to support management of media. The UUID for this interface is "D02E4BE0-3419-11D1-8FB1-00A024CB6019". The version for this interface is "0.0".

**INtmsMediaServices1** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">MountNtmsMedia</a>	Mounts one or more pieces of media.

Method	Description
	Opnum: 3
<a href="#"><u>DismountNtmsMedia</u></a>	Queues a command to move a medium in a drive to its storage. Opnum: 4
Opnum5NotUsedOnWire	Reserved for local use. Opnum: 5
<a href="#"><u>AllocateNtmsMedia</u></a>	Allocates a piece of available media. Opnum: 6
<a href="#"><u>DeallocateNtmsMedia</u></a>	Deallocates the side associated with a piece of logical media. Opnum: 7
<a href="#"><u>SwapNtmsMedia</u></a>	Swaps the position of two media sides. Opnum: 8
<a href="#"><u>DecommissionNtmsMedia</u></a>	Decommissions a media side. Opnum: 9
<a href="#"><u>SetNtmsMediaComplete</u></a>	Marks a piece of logical media as complete. Opnum: 10
<a href="#"><u>DeleteNtmsMedia</u></a>	Deletes a physical piece of offline media by removing all references to a medium. Opnum: 11
<a href="#"><u>CreateNtmsMediaPoolA</u></a>	Creates a new application media pool, with strings encoded using ASCII. Opnum: 12
<a href="#"><u>CreateNtmsMediaPoolW</u></a>	Creates a new application media pool, with strings encoded using Unicode. Opnum: 13
<a href="#"><u>GetNtmsMediaPoolNameA</u></a>	Retrieves a full name hierarchy of a media pool, with strings encoded using ASCII. Opnum: 14
<a href="#"><u>GetNtmsMediaPoolNameW</u></a>	Retrieves a full name hierarchy of a media pool, with strings encoded using Unicode. Opnum: 15
<a href="#"><u>MoveToNtmsMediaPool</u></a>	Moves a medium from its current media pool to another media pool. Opnum: 16
<a href="#"><u>DeleteNtmsMediaPool</u></a>	Deletes an application media pool. Opnum: 17
<a href="#"><u>AddNtmsMediaType</u></a>	Adds a media type to a library if there is not currently a relation in the library. Opnum: 18
<a href="#"><u>DeleteNtmsMediaType</u></a>	Deletes a media type from a library.

Method	Description
	Opnum: 19
<a href="#">ChangeNtmsMediaType</a>	Moves a physical media identifier to a new media pool, and sets the media type of the medium to that of the pool. Opnum: 20

In the preceding table, the phrase "Reserved for local use" means that the client MUST NOT send the opnum, and the server behavior is undefined [<26>](#) since it does not affect interoperability.

All methods MUST NOT throw exceptions.

### 3.2.5.2.2.1 INtmsMediaServices1::MountNtmsMedia (Opnum 3)

The **MountNtmsMedia** method mounts one or more pieces of media.

```
HRESULT MountNtmsMedia(
    [in, size_is(dwCount)] LPNTMS_GUID lpMediaId,
    [in, out, size_is(dwCount)] LPNTMS_GUID lpDriveId,
    [in] DWORD dwCount,
    [in] DWORD dwOptions,
    [in] int dwPriority,
    [in] DWORD dwTimeout,
    [in, out] LPNTMS_MOUNT_INFORMATION lpMountInformation
);
```

**lpMediaId:** An array of logical media identifiers or media side identifiers. Each entry in the array MUST be unique.

**lpDriveId:** An array of drive identifiers that correspond to the media listed in the *lpMediaId* parameter. This array MUST either specify a list of drives into which media will be mounted, or receive the list of drives into which media will be mounted when the operation completes.

**dwCount:** The number of elements in the *lpMediaId* and *lpDriveId* arrays.

**dwOptions:** A bitmap of mount options from the [NtmsMountOptions \(section 2.2.3.3\)](#) enumeration.

**dwPriority:** A value from the [NtmsMountPriority \(section 2.2.3.4\)](#) enumeration specifying the priority of the mount request.

**dwTimeout:** The maximum time, in milliseconds, allowed for mounting of the specified media. To wait as long as the mount takes, this parameter MUST be set to 0xFFFFFFFF.

Value	Meaning
0xFFFFFFFF	Use this value to wait as long as required for the mount to occur.

**lpMountInformation:** This parameter is currently unused. It MUST be sent as NULL and ignored on receipt.



Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_USE_ACCESS to the media pool or library that contains the media is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	A memory allocation failure occurred during processing.
0x0000000F ERROR_INVALID_DRIVE	The specified drive is not valid.
0x00000013 ERROR_WRITE_PROTECT	The media state is set to NTMS_PARTSTATE_COMPLETE, from the <a href="#">NtmsPartitionState</a> enumeration, and the NTMS_MOUNT_WRITE value was specified.
0x000000AA ERROR_BUSY	The media or drives are busy.
0x000005B4 ERROR_TIMEOUT	The time-out event expired while attempting to acquire one or more required resources, causing the mount request to be canceled.
0x000010CC ERROR_INVALID_MEDIA	A medium is not valid, or <i>lpMediaId</i> contains duplicate identifiers.
0x000010CD ERROR_INVALID_LIBRARY	The library that contains the drives or media is not valid.
0x000010CF ERROR_DRIVE_MEDIA_MISMATCH	The specified media and drive are not in the same library.
0x000010D0 ERROR_MEDIA_OFFLINE	The media are offline and cannot be mounted.
0x000010D5 ERROR_RESOURCE_DISABLED	A resource that is required to perform the mount is disabled.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010E0 ERROR_REQUEST_REFUSED	A user canceled the request through the user interface.
0x0000139F ERROR_INVALID_STATE	An unexpected media or device state occurred during mount.

Upon receiving this message, the server MUST verify that *dwCount* is not 0, verify that *lpMediaId* is not NULL, and verify that *lpDriveId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The server MUST check the physical media that are specified to verify that the mount request can be fulfilled. It MUST also check the validity of the physical media to ensure that they are in valid libraries, and verify that the drive IDs passed in are valid.

If the media state is set to NTMS\_PARTSTATE\_COMPLETE from the **NtmsPartitionState** enumeration, and the NTMS\_MOUNT\_WRITE value was specified, the server MUST return ERROR\_WRITE\_PROTECT (0x00000013).

The **MountNtmsMedia** method queues a request to mount the specified media, then waits the number of milliseconds specified in the *dwTimeout* parameter for the mount to complete or for an error to be detected. If the server cannot complete the mount operation before *dwTimeout* expires, NTMS MUST cancel the request and return an error. If the specified media are in an offline library, the application might be blocked for an extended period of time. If the specified medium is in use or a drive is not available, the process blocks up to the time-out value and returns ERROR\_BUSY (0x000000AA). If the NTMS\_MOUNT\_ERROR\_NOT\_AVAILABLE value is specified, the method MUST return an immediate error when a resource (medium or drive) is unavailable.

The time-out value of 0xFFFFFFFF MAY be used to make the method wait without timing out. When a nonzero time-out value is specified in the *dwTimeout* parameter, the server MUST wait for all the media that are specified in *lpMediaId* to become mounted. If the specified time elapses before all the media are mounted, the **MountNtmsMedia** method MUST return an error, and cancels the request. The application can examine the status that is returned and resubmit the request, if desired.

When multiple media to be mounted are specified with a single call, all the specified media MUST be in a single library. If any of the specified media are offline, none of the media will be mounted until all the media are online.

The drive state (for example, fix or variable mode) is undefined at the completion of the mount. The application MUST set up the drive.

If the specified medium is offline, the server MUST post an operator request to mount the media and the **MountNtmsMedia** method waits for the period of time that is specified in the *dwTimeout* parameter.

If the specified medium is online, the server requests the mount.

If a drive or medium is unavailable, the server MUST send the request and the **MountNtmsMedia** method waits for the period of time that is specified in the *dwTimeout* parameter.

### 3.2.5.2.2.2 INtmsMediaServices1::DismountNtmsMedia (Opnum 4)

The **DismountNtmsMedia** method queues a command to move a medium in a drive to its storage.

```
HRESULT DismountNtmsMedia(  
    [in, size_is(dwCount)] LPNTMS_GUID lpMediaId,  
    [in] DWORD dwCount,  
    [in] DWORD dwOptions  
);
```

**lpMediaId:** An array of logical media or media side identifiers.

**dwCount:** The number of elements in the *lpMediaId* array.

**dwOptions:** One of the options from the [NtmsDismountOptions \(section 2.2.1.9\)](#) enumeration.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_USE_ACCESS to the media pool or library that contains the media is denied; other security errors are possible, but indicate a security subsystem error.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	One or more resources required to perform the dismount are not currently available.
0x000010CD ERROR_INVALID_LIBRARY	The library that contains the drives or media is not valid.
0x000010CC ERROR_INVALID_MEDIA	A medium is not valid, or <i>lpMediaId</i> contains duplicate identifiers.
0x0000139F ERROR_INVALID_STATE	An unexpected media or device state occurred during dismount.
0x000010D0 ERROR_MEDIA_OFFLINE	The specified media is offline.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	A memory allocation failure occurred during processing.
0x000005B4 ERROR_TIMEOUT	The time-out event expired while attempting to acquire one or more required resources, causing the mount request to be canceled.

Upon receiving this message, the server MUST verify that *dwCount* is not 0 and verify that *lpMediaId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The **DismountNtmsMedia** method MUST return as soon as the operation is queued with the server. The application can wait for the side state to become idle. An application MUST use the **DismountNtmsMedia** method to release the drive resource after the application has used the specified medium. Unreleased media cannot be used by other RSM sessions.

### 3.2.5.2.2.3 INtmsMediaServices1::AllocateNtmsMedia (Opnum 6)

The **AllocateNtmsMedia** method allocates a piece of available media.

```
HRESULT AllocateNtmsMedia(
    [in] LPNTMS_GUID lpMediaPool,
    [in, unique] LPNTMS_GUID pPartition,
    [in, out] LPNTMS_GUID lpMediaId,
    [in] DWORD dwOptions,
```

```

[in] DWORD dwTimeout,
[in, out] LPNTMS_ALLOCATION_INFORMATION lpAllocateInformation
);

```

**lpMediaPool:** A pointer to the identifier of the media pool from which the media is allocated.

**pPartition:** A pointer to the partition identifier of the side that MUST be used for a logical media identifier. This feature MUST be used to allocate a particular side or to import media.

**lpMediaId:** A pointer to the identifier of the allocated medium.

**dwOptions:** A bitmap of allocation options from the [NtmsAllocateOptions \(section 2.2.3.1\)](#) enumeration.

**dwTimeout:** The maximum time, in milliseconds, allowed to allocate the specified media. If this parameter is -1, the function MUST NOT time out. If this parameter is 0, it MUST NOT wait for media.

**lpAllocateInformation:** A pointer to an [NTMS\\_ALLOCATION\\_INFORMATION \(section 2.2.3.6\)](#) structure that MUST be filled with the source media pool from which the medium was taken. A NULL pointer MUST be passed if this information is not needed.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media or media pool identifiers are missing.
0x000004C7 ERROR_CANCELLED	The operator canceled the request for new media.
0x000005B4 ERROR_TIMEOUT	The time-out event expired before the medium was available.
0x000010CC ERROR_INVALID_MEDIA	The partition identifier or logical media identifier was invalid when combined with the NTMS_ALLOCATE_NEXT flag.
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool identifier is invalid.
0x000010D0 ERROR_MEDIA_OFFLINE	The specified media are offline and cannot be allocated.
0x000010D4 ERROR_MEDIA_UNAVAILABLE	No media have been allocated in the specified time-out.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Return value/code	Description
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DF ERROR_DEVICE_NOT_AVAILABLE	An intermediate resource is not available.

Upon receiving this message, the server MUST verify that *lpMountInformation*, *lpPartition*, and *lpMediaId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST perform the following actions:

- Verify that the caller has permission to control the media pool specified in the call.
- If no errors were found while checking the partition but the partition was not suitable, the reason for its unsuitability (ReasonCode) MUST be passed back as the error code.
- If the NTMS\_ALLOCATE\_NEXT option is specified, the server attempts to allocate the next partition, which MUST be on the same media as the partition (that is, pointed by *lpPartition*).
- The server looks for an available partition in all the available drives. If none is found, the server asks the operator to add one before repeating the search.

The **AllocateNtmsMedia** method returns an LMID. If the partition identifier or logical media identifier was invalid when combined with the NTMS\_ALLOCATE\_NEXT flag, the server MUST return ERROR\_INVALID\_MEDIA (0x000010CC).

If the specified media pool does not contain any available online media, **AllocateNtmsMedia** might, depending upon the policy of the media pool, search the free media pool for the specified medium to move to the specified media pool. Media from the designated media pool are allocated first, and then free media are moved and allocated.

If the media pool contains any available online media, a medium from the pool is allocated.

If the media pool is automatically configured to allocate media from the free pool, and the free pool contains available online media, a medium is moved to the specified pool and allocated. [<27>](#27)

When the NTMS\_ALLOCATE\_NEXT value is specified, the *lpMediaId* parameter MUST point to a valid media ID at the time of invocation. In this case, *lpMediaId* is used as an IN and OUT parameter. The next side of the multiple-sided medium specified by *lpMediaId* MUST be allocated, and the new partition ID is returned through *lpMediaId* (overwriting the original media ID that was passed in).

If NTMS\_ALLOCATE\_ERROR\_IF\_UNAVAILABLE is specified, ERROR\_MEDIA\_UNAVAILABLE MUST be returned if no media are available.

When necessary, the server generates an operator request to insert new or available media. If the time specified in the *dwTimeout* parameter elapses before the operator request is handled, RSM MUST return ERROR\_TIMEOUT and delete the operator request.

If the user cancels the allocation request, the server MUST return ERROR\_CANCELLED (0x000004C7).

If a user indicates that the operator request has been satisfied, the request MUST be deleted and the server MUST try the process.

When an application requires new media that contain data, a user or administrator places the media in a library or drive. The server identifies the media and places it in the import pool. The application searches the import pool, moves the media to its application pool, and allocates it. This routine process can be streamlined and made atomic through a single call to **AllocateNtmsMedia**. After searching the import pool the application can call **AllocateNtmsMedia**, passing the partition ID of the side as the value of the *lpPartId* parameter. The server then moves the media to the specified media pool, changes the media state to allocated, and returns an LMID.

For two-sided media, the flip side **MUST** remain in the Import state and is not available for use until imported.

Only application pools may be specified for allocation by using the **AllocateNtmsMedia** method.

### 3.2.5.2.2.4 INtmsMediaServices1::DeallocateNtmsMedia (Opnum 7)

The **DeallocateNtmsMedia** method deallocates the side that is associated with a piece of logical media.

```
HRESULT DeallocateNtmsMedia(
    [in] LPNTMS_GUID lpMediaId,
    [in] DWORD dwOptions
);
```

**lpMediaId:** A pointer to the identifier of the logical media.

**dwOptions:** This parameter is unused. It **MUST** be sent as 0 and **MUST** be ignored on receipt.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media or media pool identifiers are missing.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server **MUST** verify that *lpMediaId* is not NULL. If it is, the server **MUST** immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server **MUST** check the access to the library and disassociate the logical media.

When a logical medium is deallocated with the **DeallocateNtmsMedia** method, the server puts the side that is associated with the logical media in the available or decommissioned media state, and the logical media is deleted from the system.

Sides are decommissioned upon deallocation if the side has been allocated the maximum number of times specified in the media pool. After media enters the decommissioned state, it cannot be allocated again. [<28>](#)

### 3.2.5.2.2.5 INtmsMediaServices1::SwapNtmsMedia (Opnum 8)

The **SwapNtmsMedia** method swaps the position of two media sides.

```
HRESULT SwapNtmsMedia(
    [in] LPNTMS_GUID lpMediaId1,
    [in] LPNTMS_GUID lpMediaId2
);
```

**lpMediaId1:** A pointer to the identifier of a logical medium.

**lpMediaId2:** A pointer to the identifier of a logical medium.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x0000000B ERROR_BAD_FORMAT	No media label library recognizes the media label.
0x00000057 ERROR_INVALID_PARAMETER	At least one media identifier is missing.
0x000010CC ERROR_INVALID_MEDIA	A media identifier is invalid.
0x000010CE ERROR_INVALID_MEDIA_POOL	A media pool of the logical media is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that both *lpMediaId1* and *lpMediaId2* are not NULL, or immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The **SwapNtmsMedia** method swaps the sides that are associated with the two specified LMIDs. The specified LMIDs MUST be in the same media pool.

If the media are not in the NTMS\_PARTSTATE\_AVAILABLE state of the [NtmsPartitionState](#) enumeration, the server MUST return ERROR\_INVALID\_STATE (0x0000139F).

The **SwapNtmsMedia** method MUST be implemented in such a way that it updates physical media without affecting the application. For this method to succeed, the media for both LMIDs MUST NOT be in use.

### 3.2.5.2.2.6 INtmsMediaServices1::DecommissionNtmsMedia (Opnum 9)

The [DecommissionNtmsMedia](#) method decommissions a media side.

```
HRESULT DecommissionNtmsMedia(  
    [in] LPNTMS_GUID lpMediaId  
);
```

**lpMediaId:** A pointer to the identifier of a physical medium.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media identifier is missing.
0x000010CC ERROR_INVALID_MEDIA	The media identifier is invalid.
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool of the media is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x0000139F ERROR_INVALID_STATE	The media are not in the NTMS_PARTSTATE_AVAILABLE state of the <a href="#">NtmsPartitionState</a> enumeration.

Upon receiving this message, the server MUST verify that *lpMediaId* is not NULL, or immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The **DecommissionNtmsMedia** method moves a side from the available state to the decommissioned state.

Media that are decommissioned by the **DecommissionNtmsMedia** method is recognized by the server, but the decommissioned media does not contain any data and is never again used. Only media that are in the available state can be decommissioned.



### 3.2.5.2.2.7 INtmsMediaServices1::SetNtmsMediaComplete (Opnum 10)

The **SetNtmsMediaComplete** method marks a piece of logical media as complete.

```
HRESULT SetNtmsMediaComplete(  
    [in] LPNTMS_GUID lpMediaId  
);
```

**lpMediaId:** A pointer to the identifier of the logical medium.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media identifier is missing.
0x000010CC ERROR_INVALID_MEDIA	The media identifier is invalid.
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool of the media is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x0000139F ERROR_INVALID_STATE	The medium is not in the allocated state, or is currently mounted.

Upon receiving this message, the server MUST verify that *lpMediaId* is not NULL, or immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The **SetNtmsMediaComplete** method marks the specified medium as complete. An application marks the medium as complete when the application is no longer going to write to the medium. Complete media cannot be mounted with the NTMS\_MOUNT\_WRITE flag.

The **SetNtmsMediaComplete** method is typically used when an application reaches the end of the media. Media that are mounted or in use cannot be marked as complete.

### 3.2.5.2.2.8 INtmsMediaServices1::DeleteNtmsMedia (Opnum 11)

The **DeleteNtmsMedia** method deletes a physical piece of offline media by removing all references to it.

```

HRESULT DeleteNtmsMedia(
    [in] LPNTMS_GUID lpMediaId
);

```

**lpMediaId:** A pointer to the identifier of a physical medium.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media identifier is missing.
0x000010CC ERROR_INVALID_MEDIA	The media identifier is invalid.
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool of the media is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x0000139F ERROR_INVALID_STATE	The media is not offline.

Upon receiving this message, the server MUST verify that *lpMediaId* is not NULL, or immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The **DeleteNtmsMedia** method deletes a physical piece of offline media from the server by removing all references to the specified medium from the database.

Media specified by the **DeleteNtmsMedia** method MUST be located in an offline library and not have a side in the allocated, completed, or reserved states.

### 3.2.5.2.2.9 INtmsMediaServices1::CreateNtmsMediaPoolA (Opnum 12)

The **CreateNtmsMediaPoolA** method creates a new application media pool, with strings encoded using ASCII.

```

HRESULT CreateNtmsMediaPoolA(
    [in] const char* lpPoolName,
    [in, unique] LPNTMS_GUID lpMediaType,
    [in] DWORD dwOptions,

```

```

[in, unique] LPSECURITY_ATTRIBUTES_NTMS lpSecurityAttributes,
[out] LPNTMS_GUID lpPoolId
);

```

**lpPoolName:** A null-terminated sequence of ASCII characters that constitute the name of the new media pool; MUST be unique among all the media pool present in the server.

**lpMediaType:** A pointer to a value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration that specifies the type of media in the pool.

**dwOptions:** A value from the [NtmsCreateOptions \(section 2.2.3.2\)](#) enumeration that specifies the type of creation to undertake.

**lpSecurityAttributes:** A pointer to an optional [SECURITY\\_ATTRIBUTES\\_NTMS](#) structure that is used to restrict access to the pool.

**lpPoolId:** A pointer to the identifier of the new media pool.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible but indicate a security subsystem error.
0x00000057 ERROR_INVALID_PARAMETER	The media pool name or identifier is missing.
0x0000007B ERROR_INVALID_NAME	The pool name syntax is invalid or the name is too long.
0x000000B7 ERROR_ALREADY_EXISTS	A new media pool could not be created because one already exists with this name.
0x000010CC ERROR_INVALID_MEDIA	The selected media type is not valid.
0x000010D8 ERROR_OBJECT_NOT_FOUND	Unable to open existing media pool.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full; other security errors are possible but indicate a security subsystem error.

When the server receives this message, it MUST verify that *lpPoolName*, *lpMediaType*, and *lpPoolId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and check if *lpPoolName* is present.

If the media pool that is specified by *lpPoolName* is present, and if *dwOptions* is not NTMS\_CREATE\_NEW, the server MUST open the existing media pool and return success.

If the media pool that is specified by *lpPoolName* is present and *dwOptions* is NTMS\_CREATE\_NEW, the server MUST return the appropriate error.

If the media pool that is specified by *lpPoolName* is not present, and the parent media pool of *lpPoolName* is also not present, the server MUST return the appropriate error.

If the media pool that is specified by *lpPoolName* is not present, and the parent media pool of *lpPoolName* is present, the server creates a new pool under the parent pool, opens the newly created media pool, and return success (S\_OK).

Application-specific media pools are created by applications. Applications create media pools for their own use under the root application pool. These media pools have names like those of file systems. Only the **endpoint** of the name contains media and policy. An application can define pools such as \MyApp\Pool1 and \MyApp\Pool2. This conveys the hierarchy to the user interface and avoids duplicate names. Each pool level MUST be created individually; for example, first MyApp and then Pool1 and Pool2, in much the same way as folders and files.

Strings that are sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.2.10 INtmsMediaServices1::CreateNtmsMediaPoolW (Opnum 13)

The **CreateNtmsMediaPoolW** method creates a new application media pool whose name is composed of a sequence of Unicode characters.

```
HRESULT CreateNtmsMediaPoolW(  
    [in] const wchar_t* lpPoolName,  
    [in, unique] LPNTMS_GUID lpMediaType,  
    [in] DWORD dwOptions,  
    [in, unique] LPSECURITY_ATTRIBUTES_NTMS lpSecurityAttributes,  
    [out] LPNTMS_GUID lpPoolId  
);
```

**lpPoolName:** A null-terminated sequence of Unicode characters, encoded using UTF-16, that constitute the name of the new media pool; MUST be unique among all the media pools present in the server.

**lpMediaType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of media in the pool.

**dwOptions:** A value from the [NtmsCreateOptions \(section 2.2.3.2\)](#) enumeration specifying the type of creation to undertake.

**lpSecurityAttributes:** A pointer to an optional [SECURITY\\_ATTRIBUTES\\_NTMS \(section 2.2.3.5\)](#) structure used to restrict access to the pool.

**lpPoolId:** A pointer to the identifier of the new media pool.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.

Return value/code	Description
0x00000057 ERROR_INVALID_PARAMETER	The media pool name or identifier is missing.
0x0000007B ERROR_INVALID_NAME	The pool name syntax is invalid or the name is too long.
0x000000B7 ERROR_ALREADY_EXISTS	A new media pool could not be created because one already exists with this name.
0x000010CC ERROR_INVALID_MEDIA	The selected media type is not valid.
0x000010D8 ERROR_OBJECT_NOT_FOUND	Unable to open an existing media pool.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full; other security errors are possible, but indicate a security subsystem error.

Upon receiving this message, the server MUST verify that *lpPoolName*, *lpMediaType*, and *lpPoolId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and check whether *lpPoolName* is present.

If the media pool specified by *lpPoolName* is present, and *dwOptions* is not set to NTMS\_CREATE\_NEW, the server MUST open the existing media pool and return success.

If the media pool specified by *lpPoolName* is present, and *dwOptions* is set to NTMS\_CREATE\_NEW, the server MUST return an appropriate error.

If the media pool specified by *lpPoolName* is not present, and the parent media pool of *lpPoolName* is also not present, the server MUST return an appropriate error.

If the media Pool that is specified by *lpPoolName* is not present, and the parent media pool of *lpPoolName* is present, the server MUST create a new pool under the parent pool, open the newly created media pool, and return success.

Application-specific media pools are created by applications. Applications create media pools for their own use under the root application pool. These media pools have names like those of file systems. Only the endpoint of the name contains media and policy. An application can define pools such as \MyApp\Pool1 and \MyApp\Pool2. This conveys the hierarchy to the user interface and avoids duplicate names. Each pool level MUST be created individually; for example, first MyApp and then Pool1 and Pool2, in much the same way as folders and files.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.2.11 INtmsMediaServices1::GetNtmsMediaPoolNameA (Opnum 14)

The **GetNtmsMediaPoolNameA** method retrieves the full name hierarchy of a media pool, with null-terminated strings encoded using ASCII.

```

HRESULT GetNtmsMediaPoolNameA(
    [in] LPNTMS_GUID lpPoolId,
    [out, size_is(*lpdwNameSizeBuf), length_is(*lpdwNameSizeBuf)]
    unsigned char* lpBufName,
    [in] DWORD* lpdwNameSizeBuf,
    [out] DWORD* lpdwNameSize
);

```

**lpPoolId:** A pointer to the identifier of the media pool from which to retrieve the name.

**lpBufName:** A null-terminated buffer that contains the name of the media pool.

**lpdwNameSizeBuf:** A pointer to the size, in bytes, of *lpBufName*.

**lpdwNameSize:** A pointer to the length of the string in *lpBufName*, including the terminating null character.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer is not large enough. The required size is returned in <i>lpdwNameSize</i> .
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool identifier is missing or invalid.

Upon receiving this message, the server MUST verify that *lpPoolName*, *lpdwNameSize*, and *lpBufName* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, retrieve the name hierarchy for the given media pool, and return it to the caller in the *lpBufName* buffer.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.2.12 INtmsMediaServices1::GetNtmsMediaPoolNameW (Opnum 15)

The **GetNtmsMediaPoolNameW** method retrieves the full name hierarchy of a media pool, with strings encoded using Unicode.

```

HRESULT GetNtmsMediaPoolNameW(
    [in] LPNTMS_GUID lpPoolId,
    [out, size_is(*lpdwNameSizeBuf), length_is(*lpdwNameSizeBuf)]
    wchar_t* lpBufName,
    [in] DWORD* lpdwNameSizeBuf,
    [out] DWORD* lpdwNameSize
);

```

);

**lpPoolId:** A pointer to the identifier of the media pool for which to retrieve the name.

**lpBufName:** A null-terminated buffer that contains the name of the media pool.

**lpdwNameSizeBuf:** A pointer to the size, in bytes, of the client buffer that is allocated to store *lpBufName*.

**lpdwNameSize:** A pointer to the length of the string in *lpBufName*, including the terminating null character.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer is not large enough. The required size is returned in <i>lpdwNameSize</i> .
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool identifier is missing or invalid.

Upon receiving this message, the server MUST verify that *lpPoolName*, *lpdwNameSize*, and *lpBufName* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, retrieve the name hierarchy for the given media pool, and return it to the caller in the *lpBufferName* buffer.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.2.13 INtmsMediaServices1::MoveToNtmsMediaPool (Opnum 16)

The **MoveToNtmsMediaPool** method moves a medium from its current media pool to another media pool.

```
HRESULT MoveToNtmsMediaPool(  
    [in] LPNTMS_GUID lpMediaId,  
    [in] LPNTMS_GUID lpPoolId  
);
```

**lpMediaId:** A pointer to the identifier of a physical medium.

**lpPoolId:** A pointer to the identifier of a media pool.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is missing or invalid.
0x000000AA ERROR_BUSY	A side of the media is in use or currently unavailable.
0x000010CC ERROR_INVALID_MEDIA	The source media or implied source media pool is invalid.
0x000010CE ERROR_INVALID_MEDIA_POOL	Either the destination media pool is invalid, or media in the unrecognized or import pool can be moved only to the free pool.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DB ERROR_MEDIA_INCOMPATIBLE	The source media type differs from the media type of the destination pool.

Upon receiving this message, the server MUST verify that *lpMediaId* and *lpPoolId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST check that the user has the required access rights, ensure that all the partitions of the media about to be moved are currently available, and then MUST move the specified medium from its current media pool to the specified media pool.

The destination pool specified in the **MoveToNtmsMediaPool** method MUST be of the same media type and have compatible security.

The server MUST write an on-media identifier to media before moving the media into the free media pool.

A medium having a partition in the completed, allocated, or reserved state MUST NOT be moved to the free media pool. A medium MAY be moved to an import pool only if all the partitions of the medium are in the import state. [<29>](#)

#### 3.2.5.2.2.14 INtmsMediaServices1::DeleteNtmsMediaPool (Opnum 17)

The **DeleteNtmsMediaPool** method deletes an application media pool.

```
HRESULT DeleteNtmsMediaPool(
    [in] LPNTMS_GUID lpPoolId
);
```



**lpPoolId:** A pointer to the identifier of a media pool.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the media pool is denied (for more information, see <a href="#">[MSDN-SetNtmsObjectSecurity]</a> ); other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media pool identifier is missing.
0x000010CE ERROR_INVALID_MEDIA_POOL	Unable to open the media pool or delete the free, import, or unrecognized media pools.
0x000010D3 ERROR_NOT_EMPTY	The media pool must be empty to be deleted.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

The **DeleteNtmsMediaPool** method deletes the specified application media pool. Only empty media pools can be deleted with the **DeleteNtmsMediaPool** method. Free, unrecognized, and import media pools are managed by RSM and cannot be deleted with **DeleteNtmsMediaPool**.

Upon receiving this message, the server MUST verify that *lpPoolId* is not NULL; otherwise, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The server MUST verify that the user has the required access rights.

The server MUST check that the parent is not in a SCRATCH/IMPORT/FOREIGN media pool; if it is, it MUST NOT perform the delete. Otherwise, the server MUST delete the media pool from the database.

### 3.2.5.2.2.15 INtmsMediaServices1::AddNtmsMediaType (Opnum 18)

The **AddNtmsMediaType** method MUST add a media type to a library if there is not currently a relation in the library. The method MUST create the system media pools (FREE, IMPORT, and UNRECOGNIZED) if they do not exist.

```
HRESULT AddNtmsMediaType(  
    [in] LPNTMS_GUID lpMediaTypeId,  
    [in] LPNTMS_GUID lpLibId  
);
```

**lpMediaTypeId:** A pointer to the identifier of a media type to add to the library.

**lpLibId:** A pointer to the identifier of the library to which the media type is to be added.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The media type or library identifiers are missing.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

The **AddNtmsMediaType** method adds the specified media type to the specified library if there is not currently a relation in the library object. The method then creates the system media pools if they do not exist.

Upon receiving this message, the server MUST verify that *lpLibId* and *lpMediaTypeId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights and that the library is enabled and online.

### 3.2.5.2.2.16 INtmsMediaServices1::DeleteNtmsMediaType (Opnum 19)

The **DeleteNtmsMediaType** method deletes a media type from a library.

```
HRESULT DeleteNtmsMediaType(
    [in] LPNTMS_GUID lpMediaTypeId,
    [in] LPNTMS_GUID lpLibId
);
```

**lpMediaTypeId:** A pointer to the identifier of a media type to delete from the library.

**lpLibId:** A pointer to the identifier of the library from which to delete the media type.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the library is denied; other security errors are possible but indicate a security subsystem error.
0x00000008	An allocation failure occurred during processing.

Return value/code	Description
ERROR_NOT_ENOUGH_MEMORY	
0x00000057 ERROR_INVALID_PARAMETER	The media type or library identifiers are missing.
0x000010CD ERROR_INVALID_LIBRARY	The library identifier is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that both *lpLibId* and *lpMediaTypeId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The library MUST not have any media of the type specified by *lpMediaTypeId* in it to perform this operation.

If there are no physical media objects of the specified media type in the server system and there are no library objects that contain the specified media type relation in the server system, the system media pools for that media type MUST be deleted. Inability to delete the system media pools does not cause the **DeleteNtmsMediaType** method to fail.

### 3.2.5.2.2.17 INtmsMediaServices1::ChangeNtmsMediaType (Opnum 20)

The **ChangeNtmsMediaType** method moves a physical media identifier to a new media pool and sets the media type of the medium to that of the pool.

```
HRESULT ChangeNtmsMediaType(
    [in] LPNTMS_GUID lpMediaId,
    [in] LPNTMS_GUID lpPoolId
);
```

**lpMediaId:** A pointer to the identifier of the physical media to be moved.

**lpPoolId:** A pointer to the identifier of the media pool to which the media will be allocated.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS to the media pool of the media is denied.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.

Return value/code	Description
0x00000057 ERROR_INVALID_PARAMETER	The media pool or media identifiers are missing.
0x000010CE ERROR_INVALID_MEDIA_POOL	The identifier of the media pool is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that both *lpMediaId* and *lpPoolId* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights and that the library is enabled and online.

The **ChangeNtmsMediaType** method uses the same policy for moving media as the method specified in [\[MSDN-MoveToNtmsMediaPool\]](#). A medium having a partition in the completed, allocated, or reserved state MUST NOT be moved to the free media pool. A medium MAY be moved to an import pool only if all the partitions of the medium are in the import state.

Unrecognized media can only be moved to the free pool.

### 3.2.5.2.3 INtmsObjectInfo1 Interface

The **INtmsObjectInfo1** interface is implemented by the server to support object information retrieval and media creation. The UUID for this interface is "69AB7050-3059-11D1-8FAF-00A024CB6019". The version for this interface is "0.0".

**INtmsObjectInfo1** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">GetNtmsServerObjectInformationA</a>	Retrieves information about an object as a sequence of ASCII characters. Opnum: 3
<a href="#">GetNtmsServerObjectInformationW</a>	Retrieves information about an object as a sequence of Unicode characters. Opnum: 4
<a href="#">SetNtmsObjectInformationA</a>	Changes the information of an object, with strings encoded using ASCII. Opnum: 5
<a href="#">SetNtmsObjectInformationW</a>	Changes the information of an object, with strings encoded using Unicode. Opnum: 6

Method	Description
<a href="#">CreateNtmsMediaA</a>	Creates a new offline medium for a media pool, with strings encoded using ASCII. Opnum: 7
<a href="#">CreateNtmsMediaW</a>	Creates a new offline medium for a media pool, with strings encoded using Unicode. Opnum: 8

All methods MUST NOT throw exceptions.

### 3.2.5.2.3.1 INtmsObjectInfo1::GetNtmsServerObjectInformationA (Opnum 3)

The **GetNtmsServerObjectInformationA** method retrieves information about an object, as a sequence of ASCII characters.

```
HRESULT GetNtmsServerObjectInformationA(
    [in, unique] LPNTMS_GUID lpObjectId,
    [out] LPNTMS_OBJECTINFORMATIONA lpInfo,
    [in] DWORD dwType,
    [in] DWORD dwSize
);
```

**lpObjectId:** A pointer to the identifier of the object for which to retrieve information.

**lpInfo:** A pointer to an [NTMS\\_OBJECTINFORMATIONA](#) structure describing the properties of the object.

**dwType:** A value from the [NtmsObjectsTypes](#) enumeration defining the type of the object.

**dwSize:** The size, in bytes, of the appropriate structure for *lpInfo*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the <i>dwType</i> or <i>dwSize</i> parameter is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

Upon receiving this message, the server MUST verify that both *lpObjectId* and *lpInfo* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The caller **MUST** supply an object ID and an information structure of at least the size of the defined structure.

If the **dwType** field of a given object has a value of NTMS\_UNKNOWN, the server **MUST** determine the object type. The information size and type of the information structure **MUST** be set correctly in the *lpInfo* parameter before calling the **GetNtmsObjectInformationA** method.

The following objects require special access rights.

Object	Access
NTMS_CHANGER	Requires NTMS_USE_ACCESS to the library.
NTMS_CHANGER_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_COMPUTER	Requires NTMS_USE_ACCESS to the computer.
NTMS_DRIVE	Requires NTMS_USE_ACCESS to the library.
NTMS_DRIVE_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_IEDOOR	Requires NTMS_USE_ACCESS to the library.
NTMS_IEPORT	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBRARY	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBREQUEST	Requires NTMS_USE_ACCESS to the library.
NTMS_LOGICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool of the logical media.
NTMS_MEDIA_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_OPREQUEST	Requires NTMS_USE_ACCESS to the computer.
NTMS_PARTITION	Requires NTMS_USE_ACCESS to the media pool of the side.
NTMS_PHYSICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool.
NTMS_STORAGESLOT	Requires NTMS_USE_ACCESS to the library.

Strings sent to this method as parameters **MUST** be ASCII-encoded.

### 3.2.5.2.3.2 INtmsObjectInfo1::GetNtmsServerObjectInformationW (Opnum 4)

The **GetNtmsServerObjectInformationW** method retrieves information about an object, as a sequence of Unicode characters.

```
HRESULT GetNtmsServerObjectInformationW(
    [in] LPNTMS_GUID lpObjectId,
    [out] LPNTMS_OBJECTINFORMATIONW lpInfo,
    [in] DWORD dwType,
    [in] DWORD dwSize
);
```

**lpObjectId:** A pointer to the identifier of the object for which to retrieve information.

**lpInfo:** A pointer to an [NTMS\\_OBJECTINFORMATIONW](#) structure describing the properties of the object.

**dwType:** A value from the [NtmsObjectsTypes](#) enumeration defining the type of the object.

**dwSize:** The size, in bytes, of the appropriate structure for *lpInfo*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the <i>dwType</i> or <i>dwSize</i> parameter is invalid.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

Upon receiving this message the server MUST verify that both *lpObjectId* and *lpInfo* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The caller MUST supply an object ID and an information structure of at least the size of the defined structure.

If the given object type is an NTMS\_UNKNOWN structure, the server MUST determine the object type. The information size and type of the information structure MUST be set correctly in the *lpInfo* parameter before calling the **GetNtmsServerObjectInformationW** method.

The following objects require special access rights.

Object	Access
NTMS_CHANGER	Requires NTMS_USE_ACCESS to the library.
NTMS_CHANGER_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_COMPUTER	Requires NTMS_USE_ACCESS to the computer.
NTMS_DRIVE	Requires NTMS_USE_ACCESS to the library.
NTMS_DRIVE_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_IEDOOR	Requires NTMS_USE_ACCESS to the library.
NTMS_IEPORT	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBRARY	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBREQUEST	Requires NTMS_USE_ACCESS to the library.
NTMS_LOGICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool of the logical media.

Object	Access
NTMS_MEDIA_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_OPREQUEST	Requires NTMS_USE_ACCESS to the computer.
NTMS_PARTITION	Requires NTMS_USE_ACCESS to the media pool of the side.
NTMS_PHYSICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool.
NTMS_STORAGESLOT	Requires NTMS_USE_ACCESS to the library.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.3.3 INtmsObjectInfo1::SetNtmsObjectInformationA (Opnum 5)

The **SetNtmsObjectInformationA** method changes the information of an object, with strings encoded using ASCII.

```
HRESULT SetNtmsObjectInformationA(
    [in] LPNTMS_GUID lpObjectId,
    [in] LPNTMS_OBJECTINFORMATIONA lpInfo
);
```

**lpObjectId:** A pointer to the identifier of the object to change.

**lpInfo:** A pointer to an [NTMS\\_OBJECTINFORMATIONA](#) structure describing the properties of the object to change.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS or NTMS_CONTROL_ACCESS is denied to the object being written, or no modifications are allowed to the object type specified.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the <b>dwType</b> or <b>dwSize</b> member of <i>lpInfo</i> is invalid.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that both *lpObjectId* and *lpInfo* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).



If parameter validation succeeds, the server MUST verify that the user has the required access rights.

All writable properties (as specified in the following table) for the object MUST be read from the **NTMS\_OBJECTINFORMATIONA** structure and written to the database, regardless of any write operations that have occurred between the time this application called the [GetNtmsServerObjectInformationA](#) method and the **SetNtmsObjectInformationA** method.

The following objects have members that can be updated.

Object	Members
NTMS_CHANGER	<b>szDescription</b> MAY require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;30&gt;</a>
NTMS_CHANGER_TYPE	<b>szDescription</b> May require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;31&gt;</a>
NTMS_COMPUTER	<b>dwMediaPoolPolicy</b> <b>dwLibRequestFlags</b> <b>dwLibRequestPurgeTime</b> <b>dwOpRequestFlags</b> <b>dwOpRequestPurgeTime</b> <b>szDescription</b> May require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;32&gt;</a>
NTMS_DRIVE	<b>dwDeferDismountDelay</b> <b>szDescription</b> May require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;33&gt;</a>
NTMS_DRIVE_TYPE	<b>szDescription</b> May require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;34&gt;</a>
NTMS_IEDOOR	<b>MaxOpenSecs</b> <b>szDescription</b> May require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;35&gt;</a>
NTMS_IEPORT	<b>MaxExtendSecs</b> <b>szDescription</b> May require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;36&gt;</a>
NTMS_LIBRARY	<b>AutoRecovery</b> <b>dwCleanerUsesRemaining</b> <b>dwFlags</b> <b>InventoryMethod</b> <b>szDescription</b> <b>szName</b> May require NTMS_CONTROL_ACCESS to the library. <a href="#">&lt;37&gt;</a>
NTMS_LIBREQUEST	<b>szDescription</b> Requires NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;38&gt;</a>

Object	Members
NTMS_LOGICAL_MEDIA	<b>szDescription</b> <b>szName</b> May require NTMS_MODIFY_ACCESS to the media pool of the logical media. <a href="#">&lt;39&gt;</a>
NTMS_MEDIA_POOL	<b>AllocationPolicy</b> <b>DeallocationPolicy</b> <b>dwMaxAllocates</b> <b>MediaType</b> <b>szDescription</b> <b>szName</b> May require NTMS_MODIFY_ACCESS to the media pool. <a href="#">&lt;40&gt;</a>
NTMS_MEDIA_TYPE	<b>szDescription</b> May require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;41&gt;</a>
NTMS_OPREQUEST	<b>szDescription</b> May require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;42&gt;</a>
NTMS_PARTITION	<b>szName</b> <b>szDescription</b> May require NTMS_MODIFY_ACCESS to the media pool of the side. <a href="#">&lt;43&gt;</a>
NTMS_PHYSICAL_MEDIA	<b>szDescription</b> <b>szName</b> May require NTMS_MODIFY_ACCESS to the media pool. <a href="#">&lt;44&gt;</a>
NTMS_STORAGESLOT	<b>szDescription</b> May require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;45&gt;</a>

Strings sent to this method as parameters MUST be ASCII-encoded.

#### 3.2.5.2.3.4 INtmsObjectInfo1::SetNtmsObjectInformationW (Opnum 6)

The **SetNtmsObjectInformationW** method changes the information of an object, with strings encoded using Unicode.

```
HRESULT SetNtmsObjectInformationW(
    [in] LPNTMS_GUID lpObjectId,
    [in] LPNTMS_OBJECTINFORMATIONW lpInfo
);
```

**lpObjectId:** A pointer to the identifier of the object to change.

**lpInfo:** A pointer to an [NTMS\\_OBJECTINFORMATIONW \(section 2.2.4.21\)](#) structure describing the properties of the object to change.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_MODIFY_ACCESS or NTMS_CONTROL_ACCESS is denied to the object being written, or no modifications are allowed to the object type specified.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the dwType or dwSize member of <i>lpInfo</i> is invalid.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that both *lpObjectId* and *lpInfo* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access.

All writable properties for the object (as specified in the following table) MUST be read from the **NTMS\_OBJECTINFORMATIONW** structure and written to the database, regardless of any write operations that have occurred between the time this application called the [GetNtmsServerObjectInformationW](#) method and the **SetNtmsObjectInformationW** method.

The following objects have members that can be updated.

Object	Members
NTMS_CHANGER	szDescription MAY require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;46&gt;</a>
NTMS_CHANGER_TYPE	szDescription MAY require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;47&gt;</a>
NTMS_COMPUTER	dwMediaPoolPolicy dwLibRequestFlags dwLibRequestPurgeTime dwOpRequestFlags dwOpRequestPurgeTime szDescription MAY require NTMS_MODIFY_ACCESS to the computer. <a href="#">&lt;48&gt;</a>
NTMS_DRIVE	dwDeferDismountDelay szDescription

Object	Members
	MAY require NTMS_MODIFY_ACCESS to the library.<49>
NTMS_DRIVE_TYPE	szDescription MAY require NTMS_MODIFY_ACCESS to the computer.<50>
NTMS_IEDOOR	MaxOpenSecs szDescription MAY require NTMS_MODIFY_ACCESS to the library.<51>
NTMS_IEPORT	MaxExtendSecs szDescription MAY require NTMS_MODIFY_ACCESS to the library.<52>
NTMS_LIBRARY	AutoRecovery dwCleanerUsesRemaining dwFlags InventoryMethod szDescription szName MAY require NTMS_CONTROL_ACCESS to the library.
NTMS_LIBREQUEST	szDescription MUST have NTMS_MODIFY_ACCESS to the library.<53>
NTMS_LOGICAL_MEDIA	szDescription szName MAY require NTMS_MODIFY_ACCESS to the media pool of the logical media.<54>
NTMS_MEDIA_POOL	AllocationPolicy DeallocationPolicy dwMaxAllocates MediaType szDescription szName MAY require NTMS_MODIFY_ACCESS to the media pool.<55>
NTMS_MEDIA_TYPE	szDescription MAY require NTMS_MODIFY_ACCESS to the computer.<56>
NTMS_OPREQUEST	szDescription MAY require NTMS_MODIFY_ACCESS to the computer.<57>
NTMS_PARTITION	szName szDescription MAY require NTMS_MODIFY_ACCESS to the media pool of the side.<58>
NTMS_PHYSICAL_MEDIA	szDescription szName MAY require NTMS_MODIFY_ACCESS to the media pool.<59>

Object	Members
NTMS_STORAGESLOT	szDescription MAY require NTMS_MODIFY_ACCESS to the library. <a href="#">&lt;60&gt;</a>

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.3.5 INtmsObjectInfo1::CreateNtmsMediaA (Opnum 7)

The **CreateNtmsMediaA** method creates a new offline medium for a media pool, with strings encoded using ASCII.

```
HRESULT CreateNtmsMediaA(
    [in, out] LPNTMS_OBJECTINFORMATIONA lpMedia,
    [in, out, size_is(*lpdwListBufferSize), length_is(dwListCount)]
    LPNTMS_OBJECTINFORMATIONA lpList,
    [in] DWORD* lpdwListBufferSize,
    [in] DWORD dwListCount,
    [in] DWORD dwOptions
);
```

**lpMedia:** A pointer to an [NTMS\\_OBJECTINFORMATIONA \(section 2.2.4.20\)](#) structure describing the properties of the medium to create.

**lpList:** An array of **NTMS\_OBJECTINFORMATIONA** (section 2.2.4.20) structures specifying the sides of the new medium.

**lpdwListBufferSize:** A pointer to the size of **lpList**, in bytes.

**dwListCount:** The number of elements in the **lpList** array.

**dwOptions:** A bitmap of creation options. The client MUST set *dwOptions* equal to NTMS\_ERROR\_ON\_DUPLICATION if it wants the server to return an error; and it does not create the medium if a medium with the specified on-media identifier already exists in the system. [<61>](#)

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_USE_ACCESS to the media pool or offline media library is denied; other security errors are possible but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The option NTMS_ERROR_ON_DUPLICATE was provided, and a medium with this on-media identifier already exists.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the <b>dwType</b> or <b>dwSize</b> member of <i>lpMedia</i> is invalid.
0x000010CC	An entry already exists for a medium with this bar code.

Return value/code	Description
ERROR_INVALID_MEDIA	
0x000010CE ERROR_INVALID_MEDIA_POOL	The specified media pool either does not exist, or is not a valid import or application pool.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DB ERROR_MEDIA_INCOMPATIBLE	The number of specified sides does not match the number of sides associated with the media type of the media pool.

Upon receiving this message, the server MUST verify that both *lpMedia* and *lpList* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The server MUST create a PMID and side (or sides) for a new piece of offline media. For a list of [NTMS\\_PMDINFORMATIONA](#) members and their descriptions, see section [2.2.4.31](#). The media MUST be placed in the media pool specified for **MediaPool**.

The *lpMedia* parameter MUST point to an **NTMS\_OBJECTINFORMATIONA** structure. A full list of **NTMS\_OBJECTINFORMATIONA** members and their descriptions can be found at [2.2.4.20](#).

The member that **NTMS\_OBJECTINFORMATIONA** MUST contain is specified in the left column of the following table; the criteria that the respective member MUST adhere to are specified in the right column.

Member	Description
<b>dwSize</b>	[in] CreateNtmsMedia MUST verify that this size equals the length of an <b>NTMS_OBJECTINFORMATIONA</b> structure containing an <b>NTMS_PMDINFORMATIONA</b> structure. It MUST return ERROR_INVALID_PARAMETER if the size is incorrect.
<b>dwType</b>	[in] CreateNtmsMedia MUST verify that the value NTMS_PHYSICAL_MEDIA was provided. It MUST return ERROR_INVALID_PARAMETER if the provided type is incorrect.
<b>Created</b>	[out] Indicates the time the physical media object was entered into the NTMS database.
<b>Modified</b>	[out] Indicates the time the physical media object was entered into the NTMS database.
<b>ObjectGuid</b>	[in/out] A unique identifier for the physical media object (PMID). If a non-NULL value is provided, the value MUST be used as the GUID of the physical media; otherwise a GUID MUST be generated.
<b>Enabled</b>	[in] Indicates whether to enable the physical media.
<b>dwOperationalState</b>	[out] MUST be NTMS_READY.

Member	Description
<b>szName</b>	[in/out] CreateNtmsMedia allows an application to specify the name of a new physical medium. This functionality enables the application to continue to use the name of a medium after moving the medium from one RSM computer to another. The RSM default naming selection is: for single-sided media, bar code and then label information value or sequence number; for multisided media, bar code and then sequence number.  Note that the name that appears in the RSM user interface for a partition is this name (the name assigned to the physical media object).
<b>szDescription</b>	[in] An optional parameter that MAY be set using CreateNtmsMedia. Provide the empty string ("") to avoid passing in a value for the description.

The *IpList* parameter MUST point to an **NTMS\_OBJECTINFORMATIONA** structure. A full list of **NTMS\_OBJECTINFORMATIONA** members and their descriptions can be found at [2.2.4.20](#).

The **NTMS\_OBJECTINFORMATIONA** structure MUST meet the following criteria.

Member	Description
<b>dwSize</b>	[in] CreateNtmsMedia MUST verify that the provided size matches the expected length of an <b>NTMS_OBJECTINFORMATION</b> structure containing an <a href="#">NTMS_PARTITIONINFORMATION</a> structure. It MUST return ERROR_INVALID_PARAMETER if the size is incorrect.
<b>dwType</b>	[in] CreateNtmsMedia MUST verify that the value NTMS_PARTITION was provided. It MUST return ERROR_INVALID_PARAMETER if the provided type is incorrect.
<b>Created</b>	[out] Indicates the time that the partition object was entered into the RSM database.
<b>Modified</b>	[out] Indicates the time that the partition object was entered into the RSM database.
<b>ObjectGuid</b>	[in/out] A unique identifier for the side. If a non-NULL value is provided, the value MUST be used as the GUID of the side; otherwise, a GUID MUST be generated.
<b>Enabled</b>	[in] Determines whether to enable the side.
<b>dwOperationalState</b>	[out] MUST be NTMS_READY.
<b>szName</b>	[in] The name of a new side.
<b>szDescription</b>	[in] An optional parameter that MAY be set using CreateNtmsMedia. Provide the empty string ("") to avoid passing in a value for the description.
<b>PhysicalMedia</b>	[out] The GUID of the newly created side object.
<b>LogicalMedia</b>	[in/out] An optional input parameter, as well as an output parameter. If the GUID is provided, CreateNtmsMedia MUST attempt to create a new logical media object with the pre-assigned GUID. If the GUID is not unique, CreateNtmsMedia MUST return an error.
<b>State</b>	[in] Any valid side state.

Member	Description
<b>Side</b>	[out] CreateNtmsMedia sets the side number to its offset in the Partitions array.
<b>dwOmidLabelIdLength</b>	[in] MUST be a positive value. CreateNtmsMedia uses the <b>dwOmidLabelIdLength</b> to determine the number of significant bytes in the <b>OmidLabelId</b> member. If the value is not correct, the recorded <b>OmidLabelId</b> is incorrect.
<b>OmidLabelId</b>	[in] MUST be a valid media label that can be recognized by server.
<b>szOmidLabelType</b>	[in] MUST not be an empty string.
<b>szOmidLabelInfo</b>	[in] May be the empty string.
<b>dwMountCount</b>	[in] Any value is accepted.
<b>dwAllocateCount</b>	[in] Any value is accepted.
<b>Capacity</b>	[in] SCSI <a href="#">[SCSI-2]</a> capacity code. This member MUST not be used by the RSM client, but MAY be used by applications written to RSM for additional information about the media. For a description of what this member MUST be set to, see the Hardware Manufacturer's SCSI specification for possible settings. The RSM server updates this member when it mounts the newly imported medium for the first time. <a href="#">&lt;62&gt;</a>

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.3.6 INtmsObjectInfo1::CreateNtmsMediaW (Opnum 8)

The **CreateNtmsMediaW** method creates a new offline medium for a media pool, with strings encoded using Unicode.

```
HRESULT CreateNtmsMediaW(
    [in, out] LPNTMS_OBJECTINFORMATIONW lpMedia,
    [in, out, size_is(*lpdwListBufferSize), length_is(dwListCount)]
    LPNTMS_OBJECTINFORMATIONW lpList,
    [in] DWORD* lpdwListBufferSize,
    [in] DWORD dwListCount,
    [in] DWORD dwOptions
);
```

**lpMedia:** A pointer to an [NTMS\\_OBJECTINFORMATIONW \(section 2.2.4.21\)](#) structure describing the properties of the medium to create.

**lpList:** An array of **NTMS\_OBJECTINFORMATIONW** (section 2.2.4.21) structures specifying the sides of the new medium.

**lpdwListBufferSize:** A pointer to the size of **lpList**, in bytes.

**dwListCount:** The number of elements in the **lpList** array.

**dwOptions:** A bitmap of creation options. The client MUST set *dwOptions* equal to **NTMS\_ERROR\_ON\_DUPLICATION** if it wants the server to return an error; and it does not



create the medium if a medium with the specified on-media identifier already exists in the system. [<63>](#)

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_USE_ACCESS to the media pool or offline media library is denied; other security errors are possible but indicate a security subsystem error.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The option NTMS_ERROR_ON_DUPLICATE was provided, and a medium with this on-media identifier already exists.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing, or the <b>dwType</b> or <b>dwSize</b> member of <i>lpMedia</i> is invalid.
0x000010CC ERROR_INVALID_MEDIA	An entry already exists for a medium with this bar code.
0x000010CE ERROR_INVALID_MEDIA_POOL	The specified media pool either does not exist, or is not a valid import or application pool.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.
0x000010DB ERROR_MEDIA_INCOMPATIBLE	The number of specified sides does not match the number of sides associated with the media type of the media pool.

Upon receiving this message, the server MUST verify that both *lpMedia* and *lpList* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The server MUST create a PMID and side (or sides) for a new piece of offline media. The media MUST be placed in the media pool specified for **MediaPool**.

The *lpMedia* parameter MUST point to an **NTMS\_OBJECTINFORMATIONW** structure. For a full list of **NTMS\_OBJECTINFORMATIONW** members and their descriptions, see section [2.2.4.21](#).

The **NTMS\_OBJECTINFORMATIONW** structure MUST meet the following criteria.

Member	Description
<b>dwSize</b>	[in] CreateNtmsMedia MUST verify that this size equals the length of a <b>NTMS_OBJECTINFORMATION</b> structure containing an <a href="#">NTMS_PMIDINFORMATIONW (section 2.2.4.32)</a> structure. It MUST return ERROR_INVALID_PARAMETER if the size is incorrect.

Member	Description
<b>dwType</b>	[in] CreateNtmsMedia MUST verify that the value NTMS_PHYSICAL_MEDIA was provided. It returns ERROR_INVALID_PARAMETER if the provided type is incorrect.
<b>Created</b>	[out] Indicates the time the physical media object was entered into the NTMS database.
<b>Modified</b>	[out] Indicates the time the physical media object was entered into the NTMS database.
<b>ObjectGuid</b>	[in/out] A unique identifier for the physical media object (PMID). If a non-NULL value is provided, the value MUST be used as the GUID of the physical medium; otherwise a GUID MUST be generated.
<b>Enabled</b>	[in] Indicates whether to enable the physical medium.
<b>dwOperationalState</b>	[out] MUST be NTMS_READY.
<b>szName</b>	[in/out] CreateNtmsMedia allows an application to specify the name of a new physical medium. This enables the application to continue to use the name of a medium after moving it from one RSM computer to another. The RSM default naming selection is: for single-sided media, bar code and then label information value or sequence number; for multisided media, bar code and then sequence number.  Note that the name that appears in the RSM user interface for a partition is this name (the name assigned to the physical media object).
<b>szDescription</b>	[in] An optional parameter that MAY be set using CreateNtmsMedia. Provide the empty string ("") to avoid passing in a value for the description.

The *lpList* parameter MUST point to an **NTMS\_OBJECTINFORMATIONW** structure. A full list of **NTMS\_OBJECTINFORMATIONW** members and their descriptions can be found at [2.2.4.21](#).

The **NTMS\_OBJECTINFORMATIONW** structure MUST meet the following criteria.

Member	Description
<b>dwSize</b>	[in] CreateNtmsMedia MUST verify that the provided size matches the expected length of an <b>NTMS_OBJECTINFORMATION</b> structure containing an <a href="#">NTMS_PARTITIONINFORMATION</a> structure. It MUST return ERROR_INVALID_PARAMETER if the size is incorrect.
<b>dwType</b>	[in] CreateNtmsMedia MUST verify that the value NTMS_PARTITION was provided. It MUST return ERROR_INVALID_PARAMETER if the provided type is incorrect.
<b>Created</b>	[out] Indicates the time that the partition object was entered into the RSM database.
<b>Modified</b>	[out] Indicates the time that the partition object was entered into the RSM database.
<b>ObjectGuid</b>	[in/out] The unique identifier for the side. If a non-NULL value is provided, the value MUST be used as the GUID of the side; otherwise, a GUID is generated.
<b>Enabled</b>	[in] Determines whether to enable the side.

Member	Description
<b>dwOperationalState</b>	[out] MUST be NTMS_READY.
<b>szName</b>	[in] The name of a new side.
<b>szDescription</b>	[in] An optional parameter that MAY be set using CreateNtmsMedia. Provide the empty string ("") to avoid passing in a value for the description.
<b>PhysicalMedia</b>	[out] The GUID of the newly created side object.
<b>LogicalMedia</b>	[in/out] An optional input parameter, as well as an output parameter. If the GUID is provided, CreateNtmsMedia MUST attempt to create a new logical media object with the pre-assigned GUID. If the GUID is not unique, CreateNtmsMedia MUST return an error.
<b>State</b>	[in] Any valid side state.
<b>Side</b>	[out] CreateNtmsMedia MUST set the side number to its offset in the partitions array.
<b>dwOmidLabelIdLength</b>	[in] MUST be a positive value. CreateNtmsMedia uses the <b>dwOmidLabelIdLength</b> to determine the number of significant bytes in the <b>OmidLabelId</b> member. If the value is not correct, the recorded <b>OmidLabelId</b> is incorrect.
<b>OmidLabelId</b>	[in] MUST be a valid media label that can be recognized by server.
<b>szOmidLabelType</b>	[in] MUST not be an empty string.
<b>szOmidLabelInfo</b>	[in] MAY be the empty string.
<b>dwMountCount</b>	[in] Any value is accepted.
<b>dwAllocateCount</b>	[in] Any value is accepted.
<b>Capacity</b>	[in] SCSI <a href="#">[SCSI-2]</a> capacity code. This member MUST NOT be used by RSM, but MAY be used by applications written to RSM for additional information about the media. For a description of what this member MUST be set to, see the hardware manufacturer's SCSI specification for possible settings. RSM MUST update this member when it mounts the newly imported medium for the first time.

Strings sent to this method as parameters MUST be Unicode-encoded.

#### 3.2.5.2.4 INtmsObjectManagement1 Interface

The **INtmsObjectManagement1** interface is implemented by the server to support security, attribute management, and enumeration for objects. The UUID for this interface is "B057DC50-3059-11D1-8FAF-00A024CB6019". The version for this interface is "0.0".

**INtmsObjectManagement1** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">GetNtmsObjectSecurity</a>	Retrieves the security descriptor of an object. Opnum: 3
<a href="#">SetNtmsObjectSecurity</a>	Changes the security descriptor of an object. Opnum: 4
<a href="#">GetNtmsObjectAttributeA</a>	Retrieves private data from an object as a sequence of ASCII characters. Opnum: 5
<a href="#">GetNtmsObjectAttributeW</a>	Retrieves private data from an object as a sequence of Unicode characters. Opnum: 6
<a href="#">SetNtmsObjectAttributeA</a>	Changes the private data of an object, with strings encoded using ASCII. Opnum: 7
<a href="#">SetNtmsObjectAttributeW</a>	Changes the private data of an object, with strings encoded using Unicode. Opnum: 8
<a href="#">EnumerateNtmsObject</a>	Enumerates the objects of a container. Opnum: 9
<a href="#">DisableNtmsObject</a>	Disables an object. Opnum: 10
<a href="#">EnableNtmsObject</a>	Enables an object. Opnum: 11

All methods MUST NOT throw exceptions.

#### 3.2.5.2.4.1 INtmsObjectManagement1::GetNtmsObjectSecurity (Opnum 3)

The **GetNtmsObjectSecurity** method retrieves the security descriptor of an object.

```

HRESULT GetNtmsObjectSecurity(
    [in] LPNTMS_GUID lpObjectId,
    [in] DWORD dwType,
    [in] SECURITY_INFORMATION SecurityInformation,
    [out, size is(nLength)] PSECURITY_DESCRIPTOR NTMS lpSecurityDescriptor,
    [in] DWORD nLength,
    [out] DWORD* lpnLengthNeeded
);

```

**lpObjectId:** A pointer to the identifier of the object for which to retrieve information.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**SecurityInformation:** A [SECURITY\\_INFORMATION](#) structure specifying the security data to retrieve.

**lpSecurityDescriptor:** A pointer to a [SECURITY\\_DESCRIPTOR](#) structure that describes the security of the object.

**nLength:** The size, in bytes, of the client buffer for *lpSecurityDescriptor*.

**lpnLengthNeeded:** A pointer to the required size of *lpSecurityDescriptor* if the specified client buffer was not large enough.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The <i>lpObjectId</i> parameter is missing.
0x00000546 ERROR_NO_SECURITY_ON_OBJECT	The object has no security information.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpSecurityDescriptor*, and *lpnLengthNeeded* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and return security information for the database object.

Server security uses the standard security descriptors and information members. This allows the standard security dialog boxes to be used to select server security.

#### 3.2.5.2.4.2 INtmsObjectManagement1::SetNtmsObjectSecurity (Opnum 4)

The **SetNtmsObjectSecurity** method changes the security descriptor of an object.

```
HRESULT SetNtmsObjectSecurity(  
    [in] LPNTMS_GUID lpObjectId,  
    [in] DWORD dwType,  
    [in] SECURITY_INFORMATION SecurityInformation,  
    [in, size is(nLength)] PSECURITY_DESCRIPTOR NTMS lpSecurityDescriptor,  
    [in] DWORD nLength  
);
```

**lpObjectId:** A pointer to the identifier of the object for which to change security information.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**SecurityInformation:** A [SECURITY\\_INFORMATION](#) structure specifying the security data to change.

**lpSecurityDescriptor:** A pointer to a [SECURITY\\_DESCRIPTOR](#) structure that describes the security descriptor to write to the object.

**nLength:** The length, in bytes, of *lpSecurityDescriptor*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Privileges required to modify the security descriptor are denied.
0x00000057 ERROR_INVALID_PARAMETER	The <i>lpObjectId</i> parameter is missing.
0x00000546 ERROR_NO_SECURITY_ON_OBJECT	The object has no security information.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x000010DA ERROR_DATABASE_FULL	The database is full.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpSecurityDescriptor*, and *nLength* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and set the security information of the given object.

If an application uses **SetNtmsObjectSecurity** to set the discretionary access control list (ACL) of an object, the application MUST have WRITE\_DAC permission or be the owner of the object.

If an application uses **SetNtmsObjectSecurity** to set the system ACL of an object, the SE\_SECURITY\_NAME privilege MUST be enabled for the application.

#### 3.2.5.2.4.3 INtmsObjectManagement1::GetNtmsObjectAttributeA (Opnum 5)

The **GetNtmsObjectAttributeA** method retrieves private data of an object, with strings encoded using ASCII.

```
HRESULT GetNtmsObjectAttributeA(
    [in] LPNTMS GUID ObjectId,
    [in] DWORD dwType,
    [in] const char* lpAttributeName,
    [out, size is (*lpdwAttributeBufferSize), length is (*lpAttributeSize)]
    byte* lpAttributeData,
    [in] DWORD* lpdwAttributeBufferSize,
    [out] DWORD* lpAttributeSize
);
```

**ObjectId:** A pointer to the identifier of the object for which to retrieve private data.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of Unicode characters specifying the name of the extended attribute to retrieve.

**lpAttributeData:** A buffer containing the attribute.

**lpdwAttributeBufferSize:** A pointer to the size, in bytes, of the client buffer for *lpAttributeData*.

**lpAttributeSize:** If the specified client buffer was not large enough, it MUST point to the required size of *lpAttributeData*; otherwise, it MUST point to the number of bytes that are returned by the server in the buffer *lpAttributeData*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpAttributeSize</i> parameter.
0x000000E8 ERROR_NO_DATA	The specified attribute is greater than or equal to NTMS_MAXATTR_LENGTH, defined in the Platform SDK file NTMSApi.h.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The specified attribute was not found.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpAttributeData*, *lpAttributeName*, and *lpAttributeSize* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The server MUST retrieve the extended attribute (named private data) for the specified object.

The **GetNtmsObjectAttributeA** method MUST be executed on the RSM server. Because the buffer of bytes is unmarshaled between systems of different architectures, remote execution of this method can result in unpredictable results.

The following objects require special access rights.

Object	Access
NTMS_CHANGER	Requires NTMS_USE_ACCESS to the library.
NTMS_CHANGER_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_COMPUTER	Requires NTMS_USE_ACCESS to the computer.
NTMS_DRIVE	Requires NTMS_USE_ACCESS to the library.

Object	Access
NTMS_DRIVE_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_IEDOOR	Requires NTMS_USE_ACCESS to the library.
NTMS_IEPORT	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBRARY	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBREQUEST	Requires NTMS_USE_ACCESS to the library.
NTMS_LOGICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool of the logical media.
NTMS_MEDIA_POOL	Requires NTMS_USE_ACCESS to the media pool.
NTMS_MEDIA_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_OPREQUEST	Requires NTMS_USE_ACCESS to the computer.
NTMS_PARTITION	Requires NTMS_USE_ACCESS to the media pool of the side.
NTMS_PHYSICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool.
NTMS_STORAGESLOT	Requires NTMS_USE_ACCESS to the library.

Strings sent to this method as parameters MUST be ASCII-encoded.

#### 3.2.5.2.4.4 INtmsObjectManagement1::GetNtmsObjectAttributeW (Opnum 6)

The **GetNtmsObjectAttributeW** method retrieves private data from an object, with strings encoded using Unicode.

```
HRESULT GetNtmsObjectAttributeW(
    [in] LPNTMS_GUID ObjectId,
    [in] DWORD dwType,
    [in] const wchar_t* lpAttributeName,
    [out, size is (*lpdwAttributeBufferSize), length is (*lpAttributeSize)]
    byte* lpAttributeData,
    [in] DWORD* lpdwAttributeBufferSize,
    [out] DWORD* lpAttributeSize
);
```

**ObjectId:** A pointer to the identifier of the object for which to retrieve private data.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of Unicode characters specifying the name of the extended attribute to retrieve.

**lpAttributeData:** A buffer containing the attribute.

**lpdwAttributeBufferSize:** A pointer to the size, in bytes, of the client buffer for *lpAttributeData*.



**lpAttributeSize:** If the specified client buffer was not large enough, it MUST point to the required size of *lpAttributeData*; otherwise, it MUST point to the number of bytes that are returned by the server in the buffer *lpAttributeData*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpAttributeSize</i> parameter.
0x000000E8 ERROR_NO_DATA	The specified attribute is greater than or equal to NTMS_MAXATTR_LENGTH, defined in the Platform SDK file NTMSApi.h.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The specified attribute was not found.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpAttributeData*, *lpAttributeName*, and *lpAttributeSize* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights.

The server MUST retrieve the extended attribute (named private data) for the specified object.

The **GetNtmsObjectAttributeW** method MUST be executed on the RSM server. Because the buffer of bytes is unmarshaled between systems of different architectures, remote execution of this method can result in unpredictable results.

The following is the list of objects that require special access rights.

Object	Access
NTMS_CHANGER	Requires NTMS_USE_ACCESS to the library.
NTMS_CHANGER_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_COMPUTER	Requires NTMS_USE_ACCESS to the computer.
NTMS_DRIVE	Requires NTMS_USE_ACCESS to the library.
NTMS_DRIVE_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_IEDOOR	Requires NTMS_USE_ACCESS to the library.
NTMS_IREPORT	Requires NTMS_USE_ACCESS to the library.
NTMS_LIBRARY	Requires NTMS_USE_ACCESS to the library.

Object	Access
NTMS_LIBREQUEST	Requires NTMS_USE_ACCESS to the library.
NTMS_LOGICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool of the logical media.
NTMS_MEDIA_POOL	Requires NTMS_USE_ACCESS to the media pool.
NTMS_MEDIA_TYPE	Requires NTMS_USE_ACCESS to the computer.
NTMS_OPREQUEST	Requires NTMS_USE_ACCESS to the computer.
NTMS_PARTITION	Requires NTMS_USE_ACCESS to the media pool of the side.
NTMS_PHYSICAL_MEDIA	Requires NTMS_USE_ACCESS to the media pool.
NTMS_STORAGESLOT	Requires NTMS_USE_ACCESS to the library.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.4.5 INtmsObjectManagement1::SetNtmsObjectAttributeA (Opnum 7)

The **SetNtmsObjectAttributeA** method changes the private data of an object, with strings encoded using ASCII.

```
HRESULT SetNtmsObjectAttributeA(
    [in] LPNTMS_GUID ObjectId,
    [in] DWORD dwType,
    [in] const char* lpAttributeName,
    [in, size_is(AttributeSize)] byte* lpAttributeData,
    [in] DWORD AttributeSize
);
```

**ObjectId:** A pointer to the identifier of the object for which to set private data.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of Unicode characters specifying the name of the extended attribute to set.

**lpAttributeData:** A buffer containing the attribute.

**AttributeSize:** The size of *lpAttributeData*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer size is not correctly specified.

Return value/code	Description
0x0000007B ERROR_INVALID_NAME	The attribute name is invalid or too long. The NTMS_MAXATTR_NAMELEN value, defined in the Platform SDK file NTMSApi.h, specifies the maximum null-terminated attribute name length.
0x000000E8 ERROR_NO_DATA	The attribute specified is greater than or equal to the NTMS_MAXATTR_LENGTH value, specified in the Platform SDK file NTMSApi.h.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>ObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database update failed.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpAttributeData*, and *lpAttributeName* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and determine the validity of the object. If the object is valid, the server MUST update the object attribute depending on the type of object specified.

The list of objects that require special access rights is specified in section [3.2.5.2.7.2](#).

Strings sent to this method as parameters MUST be ASCII-encoded.

#### 3.2.5.2.4.6 INtmsObjectManagement1::SetNtmsObjectAttributeW (Opnum 8)

The **SetNtmsObjectAttributeW** method changes the private data of an object, with strings encoded using Unicode.

```
HRESULT SetNtmsObjectAttributeW(
    [in] LPNTMS_GUID ObjectId,
    [in] DWORD dwType,
    [in] const wchar_t* lpAttributeName,
    [in, size_is(AttributeSize)] byte* lpAttributeData,
    [in] DWORD AttributeSize
);
```

**ObjectId:** A pointer to the identifier of the object for which to set private data.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of Unicode characters specifying the name of the extended attribute to set.

**lpAttributeData:** The buffer containing the attribute.

**AttributeSize:** The size of *lpAttributeData*.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer size is not correctly specified.
0x0000007B ERROR_INVALID_NAME	The attribute name is invalid or too long. The NTMS_MAXATTR_NAMELEN value, defined in the Platform SDK file NTMSApi.h, specifies the maximum null-terminated attribute name length.
0x000000E8 ERROR_NO_DATA	The attribute specified is greater than or equal to the NTMS_MAXATTR_LENGTH value, specified in the Platform SDK file NTMSApi.h.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>ObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database update failed.

Upon receiving this message, the server MUST verify that *lpObjectId*, *lpAttributeData*, and *lpAttributeName* are not NULL.

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and determine the validity of the object. If the object is valid, the server MUST update the object attribute depending on the type of object specified.

The list of objects that require special access rights is specified in section [3.2.5.2.4.3](#).

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.4.7 INtmsObjectManagement1::EnumerateNtmsObject (Opnum 9)

The **EnumerateNtmsObject** method enumerates the objects of the container specified by the *lpContainerId* parameter.

```
HRESULT EnumerateNtmsObject(
    [in, unique] const LPNTMS_GUID lpContainerId,
    [out, size_is(*lpdwListBufferSize), length_is(*lpdwListBufferSize)]
    LPNTMS_GUID lpList,
    [in] DWORD* lpdwListBufferSize,
    [out] DWORD* lpdwListSize,
    [in] DWORD dwType,
    [in] DWORD dwOptions
);
```

**lpContainerId:** A pointer to the GUID of the container for which to enumerate objects; can be set to NULL to enumerate all objects of type *dwType*.

**lpList:** An array of object identifiers.

**lpdwListBufferSize:** A pointer to the size, in bytes, of *lpList*.

**lpdwListSize:** A pointer to the number of elements in *lpList*.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**dwOptions:** This parameter is unused. It MUST be 0 and MUST be ignored on receipt.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The <i>lpdwListSize</i> pointer is NULL, or <i>lpContainerId</i> is not of the object type specified by <i>dwType</i> .
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpdwListSize</i> parameter.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpContainerId</i> is not the identifier of any container in the database.

Upon receiving this message, the server MUST verify that *lpdwListSize* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has required access rights.

If the available number of IDs specified in the *lpdwListSize* parameter is greater than the current buffer size, *lpdwListSize* MUST return the required size in *lpdwListSize*, and an appropriate error. The client MUST then allocate a larger buffer and try again.

If the *lpContainerId* parameter is set to NULL, the server MUST enumerate top-level objects (such as libraries).

If more than one object is listed, the object may be enumerated from more than one container. The NULL container is the highest-level container, and enumerates all objects in a system.

#### 3.2.5.2.4.8 INtmsObjectManagement1::DisableNtmsObject (Opnum 10)

The **DisableNtmsObject** method disables an object.

```
HRESULT DisableNtmsObject(  
    [in] DWORD dwType,  
    [in] LPNTMS_GUID lpObjectId  
);
```

**dwType:** One of the NTMS\_DRIVE, NTMS\_LIBRARY, or NTMS\_PHYSICAL\_MEDIA values from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of the object.

**lpObjectId:** A pointer to the identifier of the object to disable.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library containing the object is denied.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x000010D1 ERROR_LIBRARY_OFFLINE	The <i>lpObjectId</i> parameter refers to an offline library that cannot be enabled or disabled.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x0000139F ERROR_INVALID_STATE	The object is already disabled.

Upon receiving this message, the server MUST verify that *lpObjectId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and set the object state to DISABLED.

#### 3.2.5.2.4.9 INtmsObjectManagement1::EnableNtmsObject (Opnum 11)

The **EnableNtmsObject** method enables an object.

```
HRESULT EnableNtmsObject(
    [in] DWORD dwType,
    [in] LPNTMS_GUID lpObjectId
);
```

**dwType:** One of the NTMS\_DRIVE, NTMS\_LIBRARY, or NTMS\_PHYSICAL\_MEDIA values from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration, specifying the type of the object.

**lpObjectId:** A pointer to the identifier of the object to enable.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library containing the object is denied.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x000010D1	The <i>lpObjectId</i> parameter refers to an offline library that cannot be

Return value/code	Description
ERROR_LIBRARY_OFFLINE	enabled or disabled.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.
0x0000139F ERROR_INVALID_STATE	The object is already enabled.

Upon receiving this message, the server MUST verify that *lpObjectId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and set the object state to ENABLED.

### 3.2.5.2.5 INtmsSession1 Interface

The **INtmsSession1** interface is implemented by servers to support session management. The UUID for this interface is "8DA03F40-3419-11D1-8FB1-00A024CB6019". The version for this interface is "0.0".

**INtmsSession1** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

Methods in RPC Opnum Order

Method	Description
<a href="#">OpenNtmsServerSessionW</a>	Sets up a session with the server, with strings encoded using Unicode. Opnum: 3
<a href="#">OpenNtmsServerSessionA</a>	Sets up a session with the server, with strings encoded using ASCII. Opnum: 4
<a href="#">CloseNtmsSession</a>	Closes a session. Opnum: 5
<a href="#">SubmitNtmsOperatorRequestW</a>	Submits an operator request, with strings encoded using Unicode. Opnum: 6
<a href="#">SubmitNtmsOperatorRequestA</a>	Submits an operator request, with strings encoded using ASCII. Opnum: 7
<a href="#">WaitForNtmsOperatorRequest</a>	Waits for an operator request. Opnum: 8
<a href="#">CancelNtmsOperatorRequest</a>	Cancels an operator request. Opnum: 9
<a href="#">SatisfyNtmsOperatorRequest</a>	Completes an operator request.

Method	Description
	Opnum: 10
<a href="#">ImportNtmsDatabase</a>	Imports the state of the server at the next server restart. Opnum: 11
<a href="#">ExportNtmsDatabase</a>	Exports the state of the server. Opnum: 12
Opnum13NotUsedOnWire	Reserved for local use. Opnum: 13
<a href="#">AddNotification</a>	Registers a client to receive change notifications for a type of object. Opnum: 14
<a href="#">RemoveNotification</a>	Unregisters a client from receiving change notifications for a type of object. Opnum: 15
<a href="#">DispatchNotification</a>	Sends a notification to all registered sinks. Opnum: 16

In the preceding table, the phrase "Reserved for local use" means that the client MUST NOT send the opnum, and the server behavior is undefined [<64>](#) because it does not affect interoperability.

All methods MUST NOT throw exceptions.

### 3.2.5.2.5.1 INtmsSession1::OpenNtmsServerSessionW (Opnum 3)

The **OpenNtmsServerSessionW** method sets up a session with the server.

```
HRESULT OpenNtmsServerSessionW(
    [in, unique] const wchar_t* lpServer,
    [in, unique] const wchar_t* lpApplication,
    [in] const wchar_t* lpClientName,
    [in] const wchar_t* lpUserName,
    [in] DWORD dwOptions
);
```

**lpServer:** The null-terminated Domain Name System (DNS) or Windows Internet Naming Service (WINS) name of the computer with which to set up the session. If this parameter is NULL, the current computer name MUST be used.

**lpApplication:** The null-terminated unique character string that identifies the application. This name identifies resources and operator requests, and is optional. [<65>](#)

**lpClientName:** The null-terminated DNS or WINS name of the computer sending the request.

**lpUserName:** A null-terminated sequence of Unicode characters specifying the name of the interactive user sending the request.

**dwOptions:** This parameter is unused. It MUST be sent as 0 and MUST be ignored on receipt.



Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000015 ERROR_NOT_READY	The service has not started. The application should wait and retry its request.
0x00000057 ERROR_INVALID_PARAMETER	The supplied parameters are invalid.
0x000004BA ERROR_INVALID_COMPUTERNAME	The supplied computer name format is invalid.
0x000004C6 ERROR_NO_NETWORK	The network is not started or is otherwise unavailable.
0x00000719 RPC_S_NO_INTERFACES	The server is using a version of RSM that is older than the version that is used by the client.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.

Upon receiving this message, the server MUST perform the following actions:

- Initialize a session object.
- Check to see if this is a local session.
- Use "RSM" as the application name if none has been provided in *lpApplication*.
- Verify that the user has the required access rights.
- Initialize an RSM database.
- Return the handle that uniquely identifies the session.

If the service has not started, the server MUST return ERROR\_NOT\_READY (0x00000015). If the supplied computer name format is invalid, the server MUST return ERROR\_INVALID\_COMPUTERNAME (0x000004BA). If the server is using a version of RSM that is older than the version that is used by the client, the server MUST return RPC\_S\_NO\_INTERFACES (0x00000719).

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.5.2 INtmsSession1::OpenNtmsServerSessionA (Opnum 4)

The **OpenNtmsServerSessionA** method sets up a session with the server.

```
HRESULT OpenNtmsServerSessionA(
    [in, unique] const char* lpServer,
    [in, unique] const char* lpApplication,
    [in] const char* lpClientName,
    [in] const char* lpUserName,
    [in] DWORD dwOptions
);
```

**IpServer:** The null-terminated DNS or WINS name of the computer with which to set up the session. If this parameter is NULL, the current computer name MUST be used.

**IpApplication:** The null-terminated unique character string that identifies the application. This name identifies resources and requests made by the operator. It is optional and can be NULL.

**IpClientName:** The null-terminated DNS or WINS name of the computer sending the request.

**IpUserName:** A null-terminated sequence of characters specifying the name of the interactive user sending the request.

**dwOptions:** This parameter is unused. It MUST be sent as 0 and MUST be ignored on receipt.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000015 ERROR_NOT_READY	The service has not started. The application should wait and retry its request.
0x00000057 ERROR_INVALID_PARAMETER	The supplied parameters are invalid.
0x000004BA ERROR_INVALID_COMPUTERNAME	The supplied computer name format is invalid.
0x000004C6 ERROR_NO_NETWORK	The network is not started or is otherwise unavailable.
0x00000719 RPC_S_NO_INTERFACES	The server is using an older version of RSM than that of the client.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.

Upon receiving this message, the server MUST perform the following actions:

- Initialize a session object.
- Check to see if this is a local session.
- Use "RSM" as the application name if none has been provided in *IpApplication*.
- Verify that the user has the required access rights.
- Initialize an RSM database.
- Return the handle that uniquely identifies the session.

If the service has not started, the server MUST return ERROR\_NOT\_READY (0x00000015). If the supplied computer name format is invalid, the server MUST return ERROR\_INVALID\_COMPUTERNAME (0x000004BA). If the server is using an older version of RSM than that of the client, the server MUST return RPC\_S\_NO\_INTERFACES (0x00000719).

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.5.3 INtmsSession1::CloseNtmsSession (Opnum 5)

The **CloseNtmsSession** method closes a session.

```
HRESULT CloseNtmsSession();
```

This method has no parameters.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x000004B1 ERROR_CONNECTION_UNAVAIL	The connection to the server is not available.

This method will close the session. This method MUST be called when the client has dereferenced the session. Note, however, that the server might not yet have dereferenced the session, because one or more interfaces might still be in process. The server, therefore, does not tear down the session, but rather cleans up the session and releases the open session reference, allowing the session to be ended when the last reference is removed.

If the client has an outstanding synchronous request, the requests MUST be unwound and canceled.

### 3.2.5.2.5.4 INtmsSession1::SubmitNtmsOperatorRequestW (Opnum 6)

The **SubmitNtmsOperatorRequestW** method submits an operator request, with strings encoded using Unicode.

```
HRESULT SubmitNtmsOperatorRequestW(  
    [in] DWORD dwRequest,  
    [in, unique] const wchar_t* lpMessage,  
    [in, unique] LPNTMS_GUID lpArg1Id,  
    [in, unique] LPNTMS_GUID lpArg2Id,  
    [out] LPNTMS_GUID lpRequestId  
);
```

**dwRequest:** A value from the [NtmsOpreqCommand \(section 2.2.1.7\)](#) enumeration specifying the type of operation requested.

**lpMessage:** An optional null-terminated message string to send to the user.

**lpArg1Id:** This parameter MUST be set according to the value of *dwRequest*.

Value of <i>dwRequest</i>	<i>lpArg1Id</i>
NTMS_OPREQ_CLEANER 0x00000002	MUST be set to NULL.
NTMS_OPREQ_DEVICERVICE 0x00000003	MUST be set to a pointer to the identifier of the device that needs service.
NTMS_OPREQ_MESSAGE	MUST be set to NULL.

Value of <i>dwRequest</i>	<i>IpArg1Id</i>
0x00000005	
NTMS_OPREQ_MOVEMEDIA 0x00000004	MUST be set to a pointer to the identifier of the piece of physical media to move.
NTMS_OPREQ_NEWMEDIA 0x00000001	MUST be set to a pointer to the identifier of the media pool from which to retrieve the new media.

**IpArg2Id:** This parameter MUST be set according to the value of *dwRequest*.

Value of <i>dwRequest</i>	<i>IpArg2Id</i>
NTMS_OPREQ_CLEANER 0x00000002	MUST be set to NULL.
NTMS_OPREQ_DEVICESTERVICE 0x00000003	MUST be set to NULL.
NTMS_OPREQ_MESSAGE 0x00000005	MUST be set to NULL.
NTMS_OPREQ_MOVEMEDIA 0x00000004	MUST be set to a pointer to the identifier of the target library to which the media MUST be moved.
NTMS_OPREQ_NEWMEDIA 0x00000001	MUST be set to a pointer to the identifier of the media library to which the new media MUST be added.

**IpRequestId:** A pointer to the identifier of the created operator request.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to one or more objects is denied.
0x00000057 ERROR_INVALID_PARAMETER	An invalid parameter was found.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the service.
0x000010D8 ERROR_OBJECT_NOT_FOUND	Unable to find the source or destination object.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

The **SubmitNtmsOperatorRequestW** method submits an operator request, and returns the status of the request (Satisfied or Canceled), or times out (if the operator does not act upon the request). Operator requests are used to request media, to request that the specified medium be moved from one library to another, or to request the server device service.

Upon receiving this message, the server MUST verify that *lpRequestId* and *lpMessage* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The NTMS\_OPREQ\_MESSAGE value (in the *dwRequest* parameter) is the request type most often used by applications. The server cannot use NTMS\_OPREQ\_MESSAGE. RSM uses the other request types as needed.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.5.5 INtmsSession1::SubmitNtmsOperatorRequestA (Opnum 7)

The **SubmitNtmsOperatorRequestA** method submits an operator request, with strings encoded using ASCII.

```
HRESULT SubmitNtmsOperatorRequestA(
    [in] DWORD dwRequest,
    [in, unique] const char* lpMessage,
    [in, unique] LPNTMS_GUID lpArg1Id,
    [in, unique] LPNTMS_GUID lpArg2Id,
    [out] LPNTMS_GUID lpRequestId
);
```

**dwRequest:** A value from the [NtmsOpreqCommand \(section 2.2.1.7\)](#) enumeration specifying the type of operation requested.

**lpMessage:** An optional null-terminated message string to send to the user.

**lpArg1Id:** This parameter MUST be set according to the value of *dwRequest*.

Value of <i>dwRequest</i>	lpArg1Id
NTMS_OPREQ_CLEANER 0x00000002	MUST be set to NULL.
NTMS_OPREQ_DEVICERVICE 0x00000003	MUST be set to a pointer to the identifier of the device that needs service.
NTMS_OPREQ_MESSAGE 0x00000005	MUST be set to NULL.
NTMS_OPREQ_MOVMEDIA 0x00000004	MUST be set to a pointer to the identifier of the piece of physical media to move.
NTMS_OPREQ_NEWMEDIA 0x00000001	MUST be set to a pointer to the identifier of the media pool from which to retrieve the new media.

**lpArg2Id:** This parameter MUST be set according to the value of *dwRequest*.

Value of <i>dwRequest</i>	lpArg2Id
NTMS_OPREQ_CLEANER 0x00000002	MUST be set to NULL.

Value of <i>dwRequest</i>	<i>lpArg2Id</i>
NTMS_OPREQ_DEVICESTERVICE 0x00000003	MUST be set to NULL.
NTMS_OPREQ_MESSAGE 0x00000005	MUST be set to NULL.
NTMS_OPREQ_MOVEMEDIA 0x00000004	MUST be set to a pointer to the identifier of the target library to which the media MUST be moved.
NTMS_OPREQ_NEWMEDIA 0x00000001	MUST be set to a pointer to the identifier of the media library to which the new media MUST be added.

**lpRequestId:** A pointer to the identifier of the created operator request.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to one or more objects is denied.
0x00000057 ERROR_INVALID_PARAMETER	An invalid parameter was found.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the service.
0x000010D8 ERROR_OBJECT_NOT_FOUND	Unable to find the source or destination object.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

The **SubmitNtmsOperatorRequestA** method submits an operator request, and returns the status of the request (Satisfied or Canceled), or times out (if the operator does not act upon the request). Operator requests are used to request media, to request that the specified medium be moved from one library to another, or to request the server device service.

Upon receiving this message, the server MUST verify that *lpRequestId* and *lpMessage* are not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

The NTMS\_OPREQ\_MESSAGE value (in the *dwRequest* parameter) is the request type most often used by applications. The server cannot use NTMS\_OPREQ\_MESSAGE. RSM uses the other request types as needed.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.5.6 INtmsSession1::WaitForNtmsOperatorRequest (Opnum 8)

The **WaitForNtmsOperatorRequest** method waits for an operator request.

```
HRESULT WaitForNtmsOperatorRequest (
```

```

[in] LPNTMS_GUID lpRequestId,
[in] DWORD dwTimeout
);

```

**lpRequestId:** A pointer to the identifier of the request for which to wait.

**dwTimeout:** The number of milliseconds to wait. To check for an operator request, specify a time-out value of 0. If a value of 0xFFFFFFFF is specified, this method does not time out.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to one or more objects is denied.
0x00000057 ERROR_INVALID_PARAMETER	An invalid parameter was found.
0x000004C7 ERROR_CANCELLED	The operator request was canceled by an administrator.
0x000005B4 ERROR_TIMEOUT	The time specified in the <i>dwTimeout</i> parameter elapsed before completion of the operator request.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the service.
0x000010D8 ERROR_OBJECT_NOT_FOUND	Unable to find the operator request object. Object requests are flushed from the database.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

This method MUST wait for an operator request to complete or be refused, and return when the request is completed or refused appropriately.

The method MUST return a time-out error if the request is not completed or not refused in *dwTimeout*.

### 3.2.5.2.5.7 INtmsSession1::CancelNtmsOperatorRequest (Opnum 9)

The **CancelNtmsOperatorRequest** method cancels an operator request.

```

HRESULT CancelNtmsOperatorRequest (
[in] LPNTMS_GUID lpRequestId
);

```

**lpRequestId:** A pointer to the identifier of the request to cancel.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	The user who tried to execute this method does not have administrator privileges. Only a server administrator can cancel operator requests.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The operator request object identifier was not found. This error occurs if the request is completed prior to cancellation of the operation, or when an invalid request identifier is supplied.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

This method MUST cancel the given operator request by setting the request state to NTMS\_OPSTATE\_REFUSED.

### 3.2.5.2.5.8 INtmsSession1::SatisfyNtmsOperatorRequest (Opnum 10)

The **SatisfyNtmsOperatorRequest** method completes an operator request.

```
HRESULT SatisfyNtmsOperatorRequest(
    [in] LPNTMS_GUID lpRequestId
);
```

**lpRequestId:** A pointer to the identifier of the request to complete.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	The user who tried to execute this method does not have administrator privileges. Only a server administrator can satisfy operator requests.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The operator request object identifier was not found. This error occurs if the request is completed before the operation has been satisfied, or when an invalid request identifier is supplied.

Upon receiving this message, the server MUST verify that *lpRequestId* is not NULL. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

This method MUST satisfy the given operator request by setting the request state to NTMS\_OPSTATE\_COMPLETE.



### 3.2.5.2.5.9 INtmsSession1::ImportNtmsDatabase (Opnum 11)

The **ImportNtmsDatabase** method imports the state of the server at the next server restart.

```
HRESULT ImportNtmsDatabase();
```

This method has no parameters.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to an object was denied.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

The **ImportNtmsDatabase** method directs the server to import the content of the export directory into the database upon the next restart. When the server restarts, it **MUST** import the already saved database to its current database if the import is set.

Upon receiving this message, the server **MUST** verify that the user has the required access rights.

This database is saved by the [INtmsSession1::ExportNtmsDatabase](#) method.<66>

### 3.2.5.2.5.10 INtmsSession1::ExportNtmsDatabase (Opnum 12)

The **ExportNtmsDatabase** method exports the state of the server.

```
HRESULT ExportNtmsDatabase();
```

This method has no parameters.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	Access to an object was denied.
0x00000020 ERROR_SHARING_VIOLATION	One of the files that needs to be written to is open.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010D9 ERROR_DATABASE_FAILURE	The database query or update failed.

Upon receiving this message, the server MUST verify that the user has the required access rights, and create a consistent set of database files in the export directory under the RSM database directory. Any existing files in the export directory are overwritten by this method. [<67>](#)

#### 3.2.5.2.5.11 INtmsSession1::AddNotification (Opnum 14)

The **AddNotification** method registers a client to receive change notifications for a type of object.

```
HRESULT AddNotification(  
    [in] DWORD dwType  
);
```

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object for which the client wants to receive change notifications.

Upon receiving this message, the server MUST verify that *dwType* is a valid notification type, verify that the user has the required access rights, and set the server to send back notifications of *dwType* type.

#### 3.2.5.2.5.12 INtmsSession1::RemoveNotification (Opnum 15)

The **RemoveNotification** method unregisters a client from receiving change notifications for a type of object.

```
HRESULT RemoveNotification(  
    [in] DWORD dwType  
);
```

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object for which the client no longer wants to receive change notifications.

Upon receiving this message, the server MUST verify that *dwType* is a valid notification type, verify that the user has the required access rights, and set the server to stop sending notifications of *dwType* type. The method MUST return E\_FAIL (0x80004005) if an AddNotification() for the *dwType* was not done before calling this method.

#### 3.2.5.2.5.13 INtmsSession1::DispatchNotification (Opnum 16)

The **DispatchNotification** method sends a notification to all registered sinks.

```
HRESULT DispatchNotification(  
    [in] DWORD dwType,  
    [in] DWORD dwOperation,  
    [in] LPNTMS_GUID lpIdentifier  
);
```

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of object to which the notification refers.

**dwOperation:** A value from the [NtmsNotificationOperations \(section 2.2.1.8\)](#) enumeration specifying the type of operation to which the notification refers.

**lpIdentifier:** A pointer to the identifier of the associated request for this event, if any.

When the server receives this message, it MUST verify that *dwType* is a valid notification type, verify that the user has the required access rights, and send an input notification of type *dwType* to all registered sinks.

### 3.2.5.2.6 INtmsLibraryControl2 Interface

The **INtmsLibraryControl2** interface is implemented by the server to support management of media libraries. It inherits all objects and methods from the [INtmsLibraryControl1](#) interface. The UUID for this interface is "DB90832F-6910-4d46-9F5E-9FD6BFA73903". The version for this interface is "0.0".

This interface is optional and the server MAY implement it. [<68>](#)

Methods in RPC Opnum Order

Method	Description
<a href="#">IdentifyNtmsSlot</a>	Identifies the media in a storage slot. Opnum: 23

All methods MUST NOT throw exceptions.

#### 3.2.5.2.6.1 INtmsLibraryControl2::IdentifyNtmsSlot (Opnum 23)

The **IdentifyNtmsSlot** method identifies the media in a storage slot.

```
HRESULT IdentifyNtmsSlot(  
    [in] LPNTMS_GUID lpSlotId,  
    [in] DWORD dwOption  
);
```

**lpSlotId:** A pointer to the identifier of the slot containing the media to identify.

**dwOption:** A value from the [NtmsDismountOptions \(section 2.2.1.9\)](#) enumeration specifying what to do with the media after identification is complete.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000005 ERROR_ACCESS_DENIED	NTMS_CONTROL_ACCESS to the library is denied; other security errors are possible, but indicate a security subsystem error.
0x00000057 ERROR_INVALID_PARAMETER	Either the slot identifier or an option is invalid.

Upon receiving this message, the server MUST verify that *lpSlotId* is not NULL and verify that *dwOption* is equal to either NTMS\_DISMOUNT\_DEFERRED or NTMS\_DISMOUNT\_IMMEDIATE. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the slot is valid, and determine the library that the slot belongs to.

The library MUST be an online library to perform an inventory.

The server then identifies the media in the specified slot. If the specified *dwOption* is equal to NTMS\_DISMOUNT\_DEFERRED, the server MUST leave the media in the drive and mark it for deferred dismount. If *dwOption* is set to NTMS\_DISMOUNT\_IMMEDIATE, the server MUST dismount the media immediately.

### 3.2.5.2.7 INtmsObjectManagement2 Interface

The **INtmsObjectManagement2** interface is implemented by the server to support security, attribute and user interface notification management, and enumeration for objects. It inherits all objects and methods from the [INtmsObjectManagement1](#) interface (opnums 0–11).

The UUID for this interface is "895A2C86-270D-489d-A6C0-DC2A9B35280E". The version for this interface is "0.0".

This interface is optional and the server MAY implement it. [<69>](#)

Methods in RPC Opnum Order

Method	Description
<a href="#">EnumerateNtmsObjectR</a>	Enumerates the objects of a container. Opnum: 12
<a href="#">GetNtmsUIOptionsA</a>	Enumerates the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using ASCII. Opnum: 13
<a href="#">GetNtmsUIOptionsW</a>	Enumerates the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using Unicode. Opnum: 14
<a href="#">SetNtmsUIOptionsA</a>	Modifies the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using ASCII. Opnum: 15
<a href="#">SetNtmsUIOptionsW</a>	Modifies the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using Unicode. Opnum: 16

All methods MUST NOT throw exceptions.

#### 3.2.5.2.7.1 INtmsObjectManagement2::EnumerateNtmsObjectR (Opnum 12)

The **EnumerateNtmsObjectR** method enumerates the objects of the container specified by *lpContainerId*.

```
HRESULT EnumerateNtmsObjectR(  
    [in, unique] const LPNTMS_GUID lpContainerId,  
    [out, size_is(*lpdwListBufferSize), length_is(*lpdwListSize)]  
        LPNTMS_GUID lpList,
```

```

[in] DWORD* lpdwListBufferSize,
[out] DWORD* lpdwListSize,
[out] DWORD* lpdwOutputSize,
[in] DWORD dwType,
[in] DWORD dwOptions
);

```

**lpContainerId:** A pointer to the identifier of the container for which to enumerate objects. If this parameter is set to NULL, top-level objects MUST be enumerated.

**lpList:** An array of identifiers for the objects of *lpContainerId*.

**lpdwListBufferSize:** A pointer to the size, in bytes, of the *lpList* buffer.

**lpdwListSize:** A pointer to the number of elements in *lpList*.

**lpdwOutputSize:** A pointer to the required size of the *lpdwListSize* parameter if more data need to be returned than can fit in the *lpList* buffer. In such a case, *lpdwListSize* MUST be set to 0.

**dwType:** A value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the container.

**dwOptions:** This parameter is unused. It MUST be 0 and MUST be ignored on receipt.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpContainerId</i> parameter is invalid.
0x80070032 ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpdwOutputSize</i> parameter.

Upon receiving this message, the server MUST verify that *lpdwListSize* is not NULL. If it is NULL, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, and get the object type code from the RSM object type.

The server behavior depends upon the value of *dwOptions*.

Value	Meaning
NTMS_ENUM_ROOTPOOL	Enumerates the root pool, in addition to all other top-level media pools. The root pool MUST be returned as the first GUID in the list. Enumerating the root pool is only required to get or set the security attributes on the object. <i>dwType</i> MUST be NTMS_MEDIA_POOL and <i>lpContainerId</i> MUST be NULL.

Value	Meaning
NTMS_ENUM_DEFAULT	Do not include enumeration of the root pool when enumerating the media pools.

If the available number of IDs specified in the *lpdwListSize* parameter is greater than the current buffer size, the server MUST return `ERROR_INSUFFICIENT_BUFFER` (0x0000007A) and set *lpdwListSize* to the number of IDs required. The client may then allocate a larger buffer and try again.

Since an ID may be added by another process, it is possible for a subsequent method with a resized list to get an error indicating that the list is too small. If the *lpContainerId* parameter is set to NULL, RSM MUST enumerate top-level objects (such as libraries).

If more than one object is listed, the object may be enumerated from more than one container. The NULL container is the highest-level container, and enumerates all objects in a system.

### 3.2.5.2.7.2 INtmsObjectManagement2::GetNtmsUIOptionsA (Opnum 13)

The **GetNtmsUIOptionsA** method enumerates the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using ASCII.

```
HRESULT GetNtmsUIOptionsA(
    [in, unique] const LPNTMS_GUID lpObjectId,
    [in] DWORD dwType,
    [out, size_is(*lpdwBufSize), length_is(*lpdwDataSize)]
    unsigned char* lpszDestination,
    [in] DWORD* lpdwBufSize,
    [out] DWORD* lpdwDataSize,
    [out] DWORD* lpdwOutSize
);
```

**lpObjectId:** A pointer to the identifier of a computer or library whose UI is being redirected. To choose all events for this session, set this parameter to NULL.

**dwType:** A value from the [NtmsUITypes \(section 2.2.5.2\)](#) enumeration specifying the type of UI messages to enumerate.

**lpszDestination:** A buffer of null-terminated destinations, with the buffer terminated by two null characters.

**lpdwBufSize:** A pointer to the size, in bytes, of *lpszDestination*.

**lpdwDataSize:** A pointer to the number of strings in *lpszDestination*.

**lpdwOutSize:** A pointer to the required size of the *lpdwDataSize* parameter if more data needs to be returned than can fit in *lpszDestination*. In such a case, *lpdwDataSize* MUST be set to 0.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.

Return value/code	Description
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer size specified by <i>lpdwBufSize</i> is too small. The required size is returned in the <i>lpdwOutSize</i> parameter.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

Upon receiving this message, the server MUST verify that *lpObjectId* and *lpszDestination* are not NULL, verify that *dwType* is not equal to NTMS\_UI\_TYPE\_INVALID, and verify that *dwType* is not equal to or greater than NTMS\_UI\_TYPE\_MAX. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST perform the following actions:

- Ensure that the client has READ permissions on the object.
- Validate the object container.
- Allocate a large enough buffer to hold all of the destinations.
- Traverse through all the available destinations, and generate the list of machine names to which the specified type of UI is being directed for the given object.
- Return this list to the client.

If the buffer size specified by *lpdwBufSize* is too small, the server MUST return ERROR\_INSUFFICIENT\_BUFFER (0x0000007A) with *lpdwOutSize* set to the required size.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.7.3 INtmsObjectManagement2::GetNtmsUIOptionsW (Opnum 14)

The **GetNtmsUIOptionsW** method enumerates the list of computer names to which the specified type of UI is being directed for an object. This method encodes strings using Unicode.

```
HRESULT GetNtmsUIOptionsW(
    [in, unique] const LPNTMS_GUID lpObjectId,
    [in] DWORD dwType,
    [out, size_is(*lpdwBufSize), length_is(*lpdwDataSize)]
    wchar_t* lpszDestination,
    [in] DWORD* lpdwBufSize,
    [out] DWORD* lpdwDataSize,
    [out] DWORD* lpdwOutSize
);
```

**lpObjectId:** A pointer to the identifier of a computer or library whose UI is being redirected. To choose all events for this session, set this parameter to NULL.

**dwType:** A value from the [NtmsUIType \(section 2.2.5.2\)](#) enumeration specifying the type of UI messages to enumerate.

**lpzDestination:** A buffer of null-terminated Unicode characters denoting destinations, with the buffer terminated by two null characters.

**lpdwBufSize:** A pointer to the size, in bytes, of *lpzDestination*.

**lpdwDataSize:** A pointer to the number of strings in *lpzDestination*.

**lpdwOutSize:** A pointer to the required size of the *lpdwDataSize* parameter if more data needs to be returned than can fit in *lpzDestination*. In such a case, *lpdwDataSize* is set to 0.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure that occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The buffer size specified by <i>lpdwBufSize</i> is too small. The required size is returned in the <i>lpdwOutSize</i> parameter.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

Upon receiving this message, the server MUST verify that *lpObjectId* and *lpzDestination* are not NULL, verify that *dwType* is not equal to NTMS\_UTILITY\_INVALID, and verify that *dwType* is not equal to or greater than NTMS\_UTILITY\_MAX. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST perform the following actions:

- Ensure that the client has READ permissions on the object.
- Validate the object container.
- Allocate a large enough buffer to hold all the destinations.
- Traverse through all the available destinations and generate the list of machine names to which the specified type of UI is being directed for the specified object.
- Return this list to the client.

If the buffer size specified by *lpdwBufSize* is too small, the server MUST return ERROR\_INSUFFICIENT\_BUFFER (0x0000007A) with *lpdwOutSize* set to the required size.

Strings sent to this method as parameters MUST be Unicode-encoded.

#### 3.2.5.2.7.4 INtmsObjectManagement2::SetNtmsUIOptionsA (Opnum 15)

The **SetNtmsUIOptionsA** method modifies the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using ASCII.

```
HRESULT SetNtmsUIOptionsA(  
    [in, unique] const LPNTMS_GUID lpObjectId,
```



```

[in] DWORD dwType,
[in] DWORD dwOperation,
[in, string] const char* lpszDestination
);

```

**lpObjectId:** A pointer to the identifier of a computer or library whose UI MUST be redirected. To choose all events for this session, set this parameter to NULL.

**dwType:** The value from the [NtmsUIType \(section 2.2.5.2\)](#) enumeration specifying the type of UI message to enumerate.

**dwOperation:** The value from the [NtmsUIOperations \(section 2.2.5.1\)](#) enumeration specifying the type of change to make to the destination list.

**lpszDestination:** The null-terminated destination to add to or delete from the list.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x000000B7 ERROR_ALREADY_EXISTS	The supplied destination already exists in the list.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

The purpose of this method is to add or delete *lpszDestination* from the list of computer names to which the specified type of UI is being directed for the specific object.

Upon receiving this message, the server MUST verify that *dwType* is not equal to NTMS\_UITYPE\_INVALID, and verify that *dwType* is not equal to or greater than NTMS\_UITYPE\_MAX. If parameter validation fails, the server MUST immediately fail the operation and return an appropriate error as its response to the client.

If parameter validation succeeds, the server MUST verify that the user has the required access.

If *lpszDestination* is NULL, the server MUST use the local computer name as *lpszDestination*.

The action taken depends upon the value of *dwOperation*.

Value	Meaning
NTMS_UIDEST_ADD	Add a new <i>lpszDestination</i> (computer name) to the list.
NTMS_UIDEST_DELETE	Remove an <i>lpszDestination</i> from the list.
NTMS_UIDEST_DELETEALL	Clear all names from the list.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.7.5 INtmsObjectManagement2::SetNtmsUIOptionsW (Opnum 16)

The **SetNtmsUIOptionsW** method modifies the list of computer names to which the specified type of UI is being directed for an object, with strings encoded using Unicode.

```
HRESULT SetNtmsUIOptionsW(  
    [in, unique] const LPNTMS_GUID ObjectId,  
    [in] DWORD dwType,  
    [in] DWORD dwOperation,  
    [in, string] const wchar_t* lpszDestination  
);
```

**ObjectId:** A pointer to the identifier of a computer or library whose user interface MUST be redirected. To choose all events for this session, set this parameter to NULL.

**dwType:** The value from the [NtmsUIType \(section 2.2.5.2\)](#) enumeration specifying the type of UI message to enumerate.

**dwOperation:** The value from the [NtmsUIOperations \(section 2.2.5.1\)](#) enumeration specifying the type of change to make to the destination list.

**lpszDestination:** The null-terminated destination to add to or delete from the list.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation failure occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is NULL or invalid.
0x000000B7 ERROR_ALREADY_EXISTS	The supplied destination already exists in the list.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The <i>lpObjectId</i> parameter is invalid.

The purpose of this method is to add or delete *lpszDestination* from the list of computer names to which the specified type of UI is being directed for the given object.

After the server receives this message, it MUST verify that *dwType* is not equal to NTMS\_UITYPE\_INVALID, and verify that *dwType* is not equal to or greater than NTMS\_UITYPE\_MAX. If parameter validation fails, the server MUST immediately fail the operation and return an appropriate error as its response to the client.

If parameter validation succeeds, the server MUST compose a response to the client after verifying that the user has the required access.

If *lpszDestination* is NULL, the server MUST use the local computer name as *lpszDestination*.

The action taken depends on the value of *dwOperation*.

Value	Meaning
NTMS_UIDEST_ADD	Add a new <i>lpszDestination</i> (computer name) to the list.
NTMS_UIDEST_DELETE	Remove an <i>lpszDestination</i> from the list.
NTMS_UIDEST_DELETEALL	Clear all names from the list.

Strings that are sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.8 INtmsObjectManagement3 Interface

The **INtmsObjectManagement3** interface is implemented by the server to support security, attribute and user interface notification management, and enumeration for objects. It inherits all objects and methods from the [INtmsObjectManagement2](#) interface (opnums 0–16).

The UUID for this interface is "3BBED8D9-2C9A-4b21-8936-ACB2F995BE6C". The version for this interface is "0.0".

The **INtmsObjectManagement3** interface inherits the **INtmsObjectManagement2** interface, which is inherited from the [INtmsObjectManagement1](#) interface.

This interface is optional and the server MAY implement it. [<70>](#)

Methods in RPC Opnum Order

Method	Description
<a href="#">GetNtmsObjectAttributeAR</a>	Retrieves private data from an object, with strings encoded using ASCII. Opnum: 17
<a href="#">GetNtmsObjectAttributeWR</a>	Retrieves private data from an object, with strings encoded using Unicode. Opnum: 18

All methods MUST NOT throw exceptions.

#### 3.2.5.2.8.1 INtmsObjectManagement3::GetNtmsObjectAttributeAR (Opnum 17)

The **GetNtmsObjectAttributeAR** method retrieves private data from an object, with strings encoded using ASCII.

```
HRESULT GetNtmsObjectAttributeAR(
    [in] LPNTMS_GUID ObjectId,
    [in] DWORD dwType,
    [in] const char* lpAttributeName,
    [out, size is(*lpdwAttributeBufferSize), length is(*lpAttributeSize)]
    byte* lpAttributeData,
    [in] DWORD* lpdwAttributeBufferSize,
    [out] DWORD* lpAttributeSize,
    [out] DWORD* lpActualAttributeSize
);
```

**ObjectId:** A pointer to the identifier of the object for which to retrieve the attribute.

**dwType:** The value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of ASCII characters specifying the name of the extended attribute to retrieve.

**lpAttributeData:** A buffer containing the attribute.

**lpdwAttributeBufferSize:** A pointer to the size of the *lpAttributeData* buffer.

**lpAttributeSize:** A pointer to the size of the attribute returned in the *lpAttributeData* buffer. This will point to 0 when the function returns with an insufficient input buffer error.

**lpActualAttributeSize:** A pointer to the actual size of the attribute.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The pointer is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpAttributeSize</i> parameter.
0x000000E8 ERROR_NO_DATA	The specified attribute is greater than or equal to the NTMS_MAXATTR_LENGTH value, specified in the Platform SDK file NTMSApi.h.
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.
0x000010D8 ERROR_OBJECT_NOT_FOUND	The specified attribute was not found.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

After the server receives this message, it MUST:

- Verify that *ObjectId* is not NULL.
- Verify that *lpAttributeData* is not NULL.
- Verify that *lpAttributeName* is not NULL.
- Verify that *lpAttributeSize* is not NULL.
- Verify that *dwType* is a valid object type.

If parameter validation fails, the server MUST immediately fail the operation and return an appropriate error as its response to the client.

If parameter validation succeeds, the server MUST verify that the user has the required access rights, get the value of the extended attribute that is specified by *lpAttributeName*, return it to the user in the buffer that is pointed to by *lpAttributeData*, and set the size of the data that is copied in the *lpAttributeData* in *lpAttributeSize*.

If the buffer size that is specified by *lpdwBufSize* is too small, the server MUST return `ERROR_INSUFFICIENT_BUFFER` (0x0000007A) with *lpdwOutSize* set to the required size.

Strings that are sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.8.2 **INtmsObjectManagement3::GetNtmsObjectAttributeWR (Opnum 18)**

The **GetNtmsObjectAttributeWR** method retrieves private data from an object, with strings encoded using Unicode.

```
HRESULT GetNtmsObjectAttributeWR(  
    [in] LPNTMS GUID ObjectId,  
    [in] DWORD dwType,  
    [in] const wchar_t* lpAttributeName,  
    [out, size is (*lpdwAttributeBufferSize), length is (*lpAttributeSize)]  
    byte* lpAttributeData,  
    [in] DWORD* lpdwAttributeBufferSize,  
    [out] DWORD* lpAttributeSize,  
    [out] DWORD* lpActualAttributeSize  
);
```

**ObjectId:** A pointer to the identifier of the object for which to retrieve the attribute.

**dwType:** The value from the [NtmsObjectsTypes \(section 2.2.1.6\)](#) enumeration specifying the type of the object.

**lpAttributeName:** A null-terminated sequence of Unicode characters specifying the name of the extended attribute to retrieve.

**lpAttributeData:** A buffer containing the attribute.

**lpdwAttributeBufferSize:** A pointer to the size of the *lpAttributeData* buffer.

**lpAttributeSize:** The required size of *lpdwAttributeBufferSize* if more data needs to be returned than can fit in *lpAttributeData*. In such a case, the *lpdwAttributeBufferSize* parameter MUST be set to 0.

**lpActualAttributeSize:** A pointer to the size of the attribute in the *lpAttributeData* buffer.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	The pointer is NULL or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in the <i>lpAttributeSize</i> parameter.
0x000000E8 ERROR_NO_DATA	The specified attribute is greater than or equal to the <code>NTMS_MAXATTR_LENGTH</code> value, specified in the Platform SDK file <code>NTMSApi.h</code> .
0x000008CA ERROR_NOT_CONNECTED	Unable to connect to the server.

Return value/code	Description
0x000010D8 ERROR_OBJECT_NOT_FOUND	The specified attribute was not found.
0x000010D9 ERROR_DATABASE_FAILURE	The database is inaccessible or damaged.

Upon receiving this message, the server MUST:

- Verify that *ObjectId* is not NULL.
- Verify that *lpAttributeData* is not NULL.
- Verify that *lpAttributeName* is not NULL.
- Verify that *lpAttributeSize* is not NULL.
- Verify that *dwType* is a valid object type.

If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, get the value of the extended attribute specified by *lpAttributeName*, return it to the user in the buffer that is pointed to by *lpAttributeData*, and set the size of the data that is copied in the *lpAttributeData* in *lpAttributeSize*.

If the buffer size that is specified by *lpdwBufSize* is too small, the server MUST return ERROR\_INSUFFICIENT\_BUFFER (0x0000007A) with *lpdwOutSize* set to the required size.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.9 IRobustNtmsMediaServices1 Interface

The **IRobustNtmsMediaServices1** interface is implemented by the server to support management of media. It inherits all objects and methods from the [INtmsMediaServices1](#) interface (opnums 0–20).

The UUID for this interface is "7D07F313-A53F-459a-BB12-012C15B1846E". The version for this interface is "0.0".

The **IRobustNtmsMediaServices1** interface inherits the [INtmsMediaServices1](#) interface.

This interface is optional and the server MAY implement it. [<71>](#)

Methods in RPC Opnum Order

Method	Description
<a href="#">GetNtmsMediaPoolNameAR</a>	Retrieves the full name hierarchy of a media pool, with strings encoded using ASCII. Opnum: 21
<a href="#">GetNtmsMediaPoolNameWR</a>	Retrieves the full name hierarchy of a media pool, with strings encoded using Unicode.

Method	Description
	Opnum: 22

All methods MUST NOT throw exceptions.

### 3.2.5.2.9.1 IRobustNtmsMediaServices1::GetNtmsMediaPoolNameAR (Opnum 21)

The **GetNtmsMediaPoolNameAR** method retrieves the full name hierarchy of a media pool, with strings encoded using ASCII.

```
HRESULT GetNtmsMediaPoolNameAR(
    [in] LPNTMS_GUID lpPoolId,
    [out, size_is(*lpdwNameSizeBuf), length_is(*lpdwNameSize)]
    unsigned char* lpBufName,
    [in] DWORD* lpdwNameSizeBuf,
    [out] DWORD* lpdwNameSize,
    [out] DWORD* lpdwOutputSize
);
```

**lpPoolId:** A pointer to the identifier of the media pool for which to retrieve the name.

**lpBufName:** The null-terminated buffer that contains the name of the media pool.

**lpdwNameSizeBuf:** The size, in bytes, of *lpBufName*.

**lpdwNameSize:** The length of the string in *lpBufName*, including null termination.

**lpdwOutputSize:** A pointer to the buffer size required to return the name.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is missing or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in <i>lpdwOutputSize</i> .
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool identifier is missing or invalid.

Upon receiving this message, the server MUST:

- Verify that *lpPoolName* is not NULL.
- Verify that *lpdwNameSize* is not NULL.
- Verify that *lpBufName* is not NULL.
- Verify that *lpdwOutputSize* is not NULL.

If parameter validation fails, the server MUST immediately fail the operation and return `ERROR_INVALID_PARAMETER (0x00000057)`.

If parameter validation succeeds, the server MUST verify that the user has the required access rights, retrieve the name hierarchy for the given media pool, and return it to caller in the buffer *lpBufName*.

If the output data size is bigger than the size of the buffer pointed to by *lpBufName*, the server MUST copy the required buffer size in *lpdwOutputSize* and return `ERROR_INSUFFICIENT_BUFFER (0x0000007A)`. Otherwise, the server MUST copy the name hierarchy in the *lpBufName* parameter and return this to the user.

Strings sent to this method as parameters MUST be ASCII-encoded.

### 3.2.5.2.9.2 IRobustNtmsMediaServices1::GetNtmsMediaPoolNameWR (Opnum 22)

The **GetNtmsMediaPoolNameWR** method retrieves the full name hierarchy of a media pool, with strings encoded using Unicode.

```
HRESULT GetNtmsMediaPoolNameWR(  
    [in] LPNTMS_GUID lpPoolId,  
    [out, size_is(*lpdwNameSizeBuf), length_is(*lpdwNameSize)]  
        wchar_t* lpBufName,  
    [in] DWORD* lpdwNameSizeBuf,  
    [out] DWORD* lpdwNameSize,  
    [out] DWORD* lpdwOutputSize  
);
```

**lpPoolId:** A pointer to the identifier of the media pool for which to retrieve the name.

**lpBufName:** The null-terminated buffer that contains the name of the media pool.

**lpdwNameSizeBuf:** A pointer to the size, in bytes, of *lpBufName*.

**lpdwNameSize:** A pointer to the length of the string in *lpBufName*, including null termination.

**lpdwOutputSize:** A pointer to the buffer size required to return the name.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000008 ERROR_NOT_ENOUGH_MEMORY	An allocation error occurred during processing.
0x00000057 ERROR_INVALID_PARAMETER	The parameter is missing or invalid.
0x0000007A ERROR_INSUFFICIENT_BUFFER	The specified buffer size is too small. The required size is returned in <i>lpdwOutputSize</i> .
0x000010CE ERROR_INVALID_MEDIA_POOL	The media pool identifier is missing or invalid.



Upon receiving this message, the server MUST:

- Verify that *lpPoolName* is not NULL.
- Verify that *lpdwNameSize* is not NULL.
- Verify that *lpBufName* is not NULL.
- Verify that *lpdwOutputSize* is not NULL.

If parameter validation fails, the server MUST fail the operation immediately and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST verify that the user has the required access rights, retrieve all the name hierarchy for the given media pool, and return it to the caller in the buffer *lpBufName*.

If the output data size is bigger than the size of the buffer pointed to by *lpBufName*, the server MUST copy the required buffer size in *lpdwOutputSize* and return ERROR\_INSUFFICIENT\_BUFFER (0x0000007A). Otherwise, the server MUST copy the name hierarchy in the *lpBufName* and return this to the user.

Strings sent to this method as parameters MUST be Unicode-encoded.

### 3.2.5.2.10 IMessenger Interface

The **IMessenger** interface is implemented by the server to support distribution of user interface messages. The UUID for this interface is "081E7188-C080-4FF3-9238-29F66D6CABFD". The version for this interface is "0.0".

**IMessenger** inherits the IUnknown interface ([\[MS-DCOM\]](#) section **3.2.1.5.8**). Opnums 0, 1, and 2 are IUnknown::QueryInterface, IUnknown::AddRef, and IUnknown::Release.

This interface is optional and the server MAY implement it.

This interface is implemented by the server to support message distribution. [<72>](#)

Methods in RPC Opnum Order

Method	Description
<a href="#">SendMessage</a>	Adds a message to the send queue. Opnum: 3
<a href="#">RecallMessage</a>	Retrieves a message from the send queue. Opnum: 4

All methods MUST NOT throw exceptions.

#### 3.2.5.2.10.1 IMessenger::SendMessage (Opnum 3)

The **SendMessage** method adds a message to the send queue.

```
HRESULT SendMessage(  
    [in, unique] LPRSM_MESSAGE lpRsmMessage
```

);

**lpRsmMessage:** A pointer to an [RSM\\_MESSAGE \(section 2.2.6.1\)](#) structure describing the message that is to be sent.

Return value/code	Description
0x00000000 S_OK	The call was successful.

Upon receiving this message, the server MUST verify that *lpRsmMessage* is not equal to NTMS\_UITYPE\_INVALID. If parameter validation fails, the server MUST immediately fail the operation, returning an appropriate error as its response to the client.

Otherwise, the server MUST deliver the message to the operator.

### 3.2.5.2.10.2 IMessenger::RecallMessage (Opnum 4)

The **RecallMessage** method retrieves a message from the send queue.

```
HRESULT RecallMessage(  
    LPGUID lpGuid  
);
```

**lpGuid:** A pointer to the identifier of the message to retrieve.

Return value/code	Description
0x00000000 S_OK	The call was successful.
0x00000057 ERROR_INVALID_PARAMETER	A parameter is missing.

After the server receives this message, it MUST verify that *lpGuid* is not equal to NTMS\_UITYPE\_INVALID. If parameter validation fails, the server MUST immediately fail the operation and return ERROR\_INVALID\_PARAMETER (0x00000057).

If parameter validation succeeds, the server MUST perform the following actions:

- Create an event for synchronization.
- Get the Destination List from the Sent Message List, and verify that it is not NULL.
- Find the message in the Sent Message List.
- Remove the message from the list.

If there are no more active requests, the server MUST hide any existing notifications, destroy the handler object and its corresponding dialog, and free the message object.

### 3.2.6 Timer Events

No timer events are used.

### 3.2.7 Other Local Events

The server MUST track changes in the storage configuration of the system. Such changes can be due to administrative change of the hardware configuration, hardware failures, administrative configuration of storage objects using various tools, and so on. [<73>](#73)

#### 3.2.7.1 Problem/Warnings for the Tape Drive

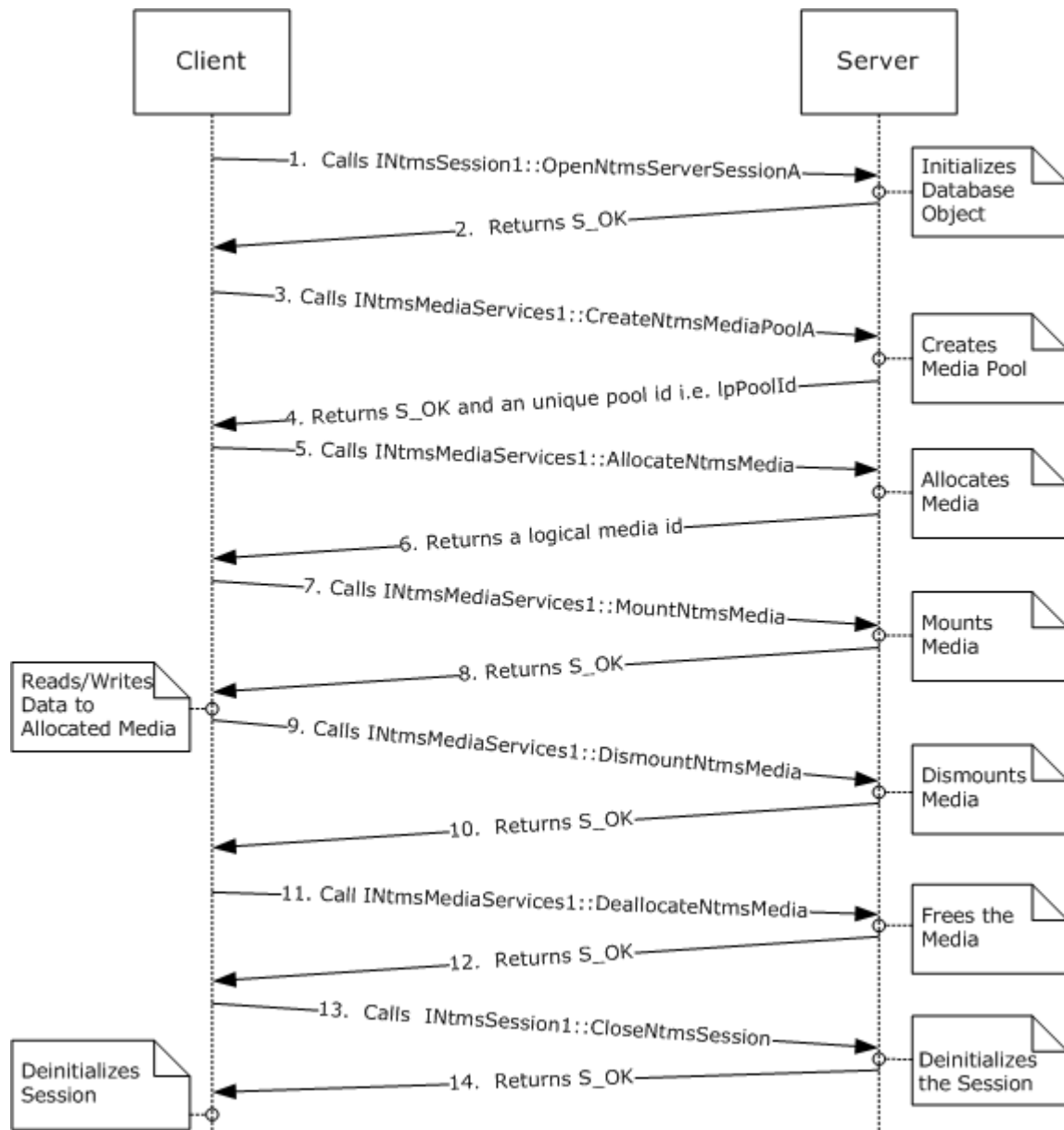
When the operating system notifies the server that a problem exists with the tape drive, the server MUST respond with an action or informative message. This problem may be one of the following:

- Tape drive I/O warning.
- Tape drive I/O error.
- Tape drive read warning.
- Tape drive write warning.
- Tape drive read error.
- Tape drive write error.
- Tape drive hardware error.
- Unsupported medium is inserted in the tape drive.
- Tape drive SCSI connection error.
- Tape drive time to clean.
- Tape drive media life expired.
- Tape drive snapped tape.

## 4 Protocol Examples

### 4.1 Allocation of Media with INTmsMediaServices1

The following example illustrates the allocation of media with the RSM Remote Protocol, using the [INTmsMediaServices1](#) interface.



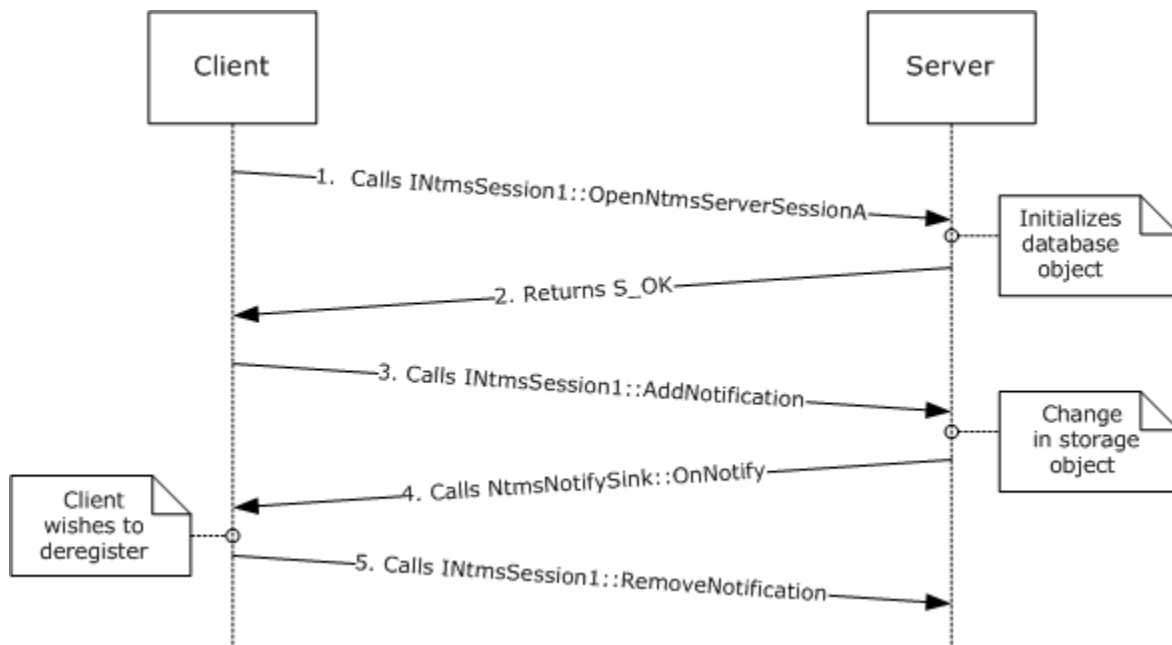
**Figure 1: Example of media allocation**

1. The client calls [INTmsSession1::OpenNtmsServerSessionA](#) to open a session with the server.
2. The server initializes the session and indicates success.

3. The client calls [INtmsMediaServices1::CreateNtmsMediaPoolA](#), with *lpPoolName* as a pointer to the pool name that the client wants to create.
4. The server creates a media pool with the name that was passed by the client, and returns a unique ID (that is, *lpPoolId*) and indicates success.
5. The client calls [INtmsMediaServices1::AllocateNtmsMedia](#) and passes in *lpPoolId*.
6. The server allocates media from the free pool, and moves the media to a pool identified by the *lpPoolId* value sent by the client. The server returns allocation information and the media ID (*lpMediaId*) to the client.
7. The client calls [INtmsMediaServices1::MountNtmsMedia](#), passing in both *lpPoolId* and *lpMediaId*.
8. The server mounts the media and returns *lpDriveId*.
9. The client reads and writes to the media that is identified by *lpDriveId*. The client then calls [INtmsMediaServices1::DismountNtmsMedia](#) and passes in *lpMediaId*.
10. The server dismounts the media and indicates success.
11. The client calls [INtmsMediaServices1::DeallocateNtmsMedia](#) and passes in *lpMediaId*.
12. The server frees the media and indicates success.
13. The client calls [INtmsSession1::CloseNtmsSession](#).
14. The server closes the session and indicates success.

## 4.2 Registering for Notifications with INtmsSession1

The following example illustrates how the RSM client uses the [INtmsSession1](#) interface to register with an RSM server for receiving notifications of changes in the storage objects.

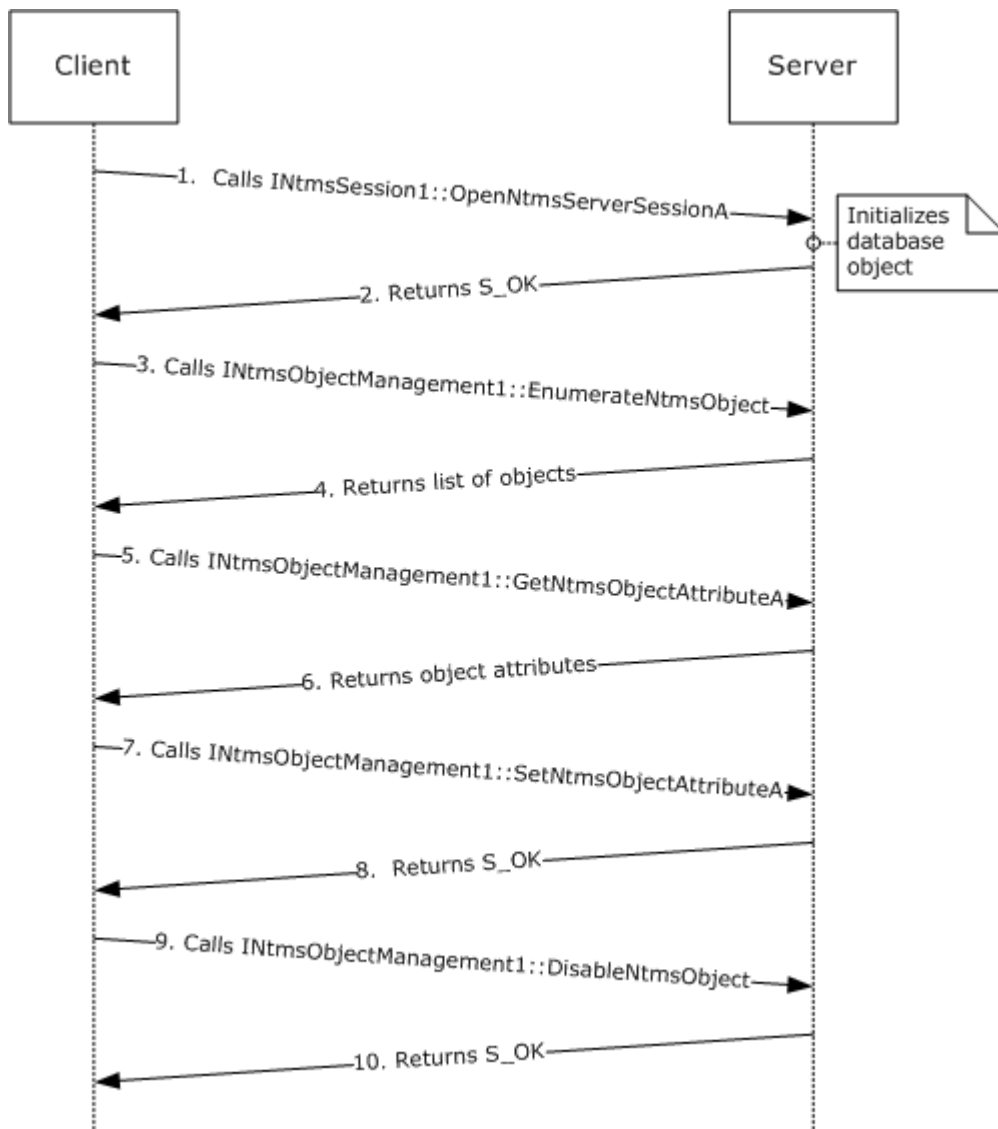


## Figure 2: Example of notification registration

1. The client calls [INtmsSession1::OpenNtmsServerSessionA](#) to open a session with the server.
2. The server initializes the session and indicates success.
3. The RSM client calls [INtmsSession1::AddNotification](#). The *dwType* parameter is set to a value from the [NtmsObjectsTypes](#) enumeration.
4. Whenever there is a change in the storage object, the server sends notification to all the clients who are registered with the server for that particular object type. The server sends notification by calling the clients' [NtmsNotifySink::OnNotify](#) method.
5. When a client wants to deregister for a particular storage object type, the client calls [INtmsSession1::RemoveNotification](#).

### 4.3 Storage Object Management with INtmsObjectManagement1

The following example illustrates how the RSM client performs storage object management using the [INtmsObjectManagement1](#) interface.



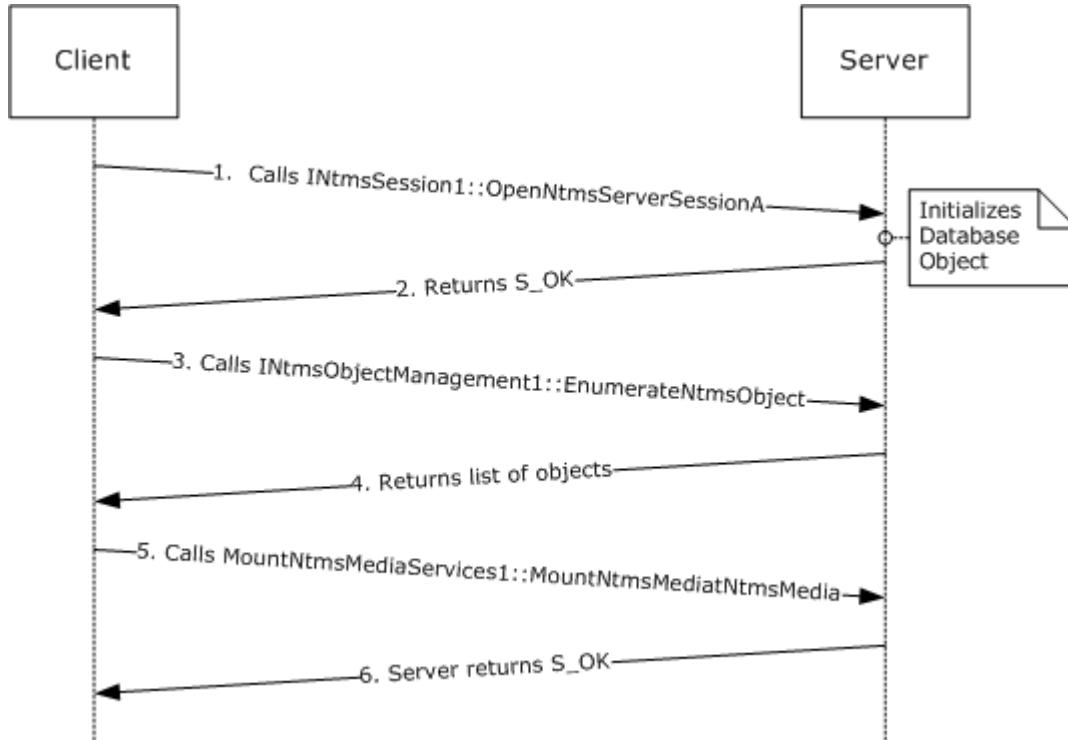
**Figure 3: Example of storage object management (ASCII)**

1. The client calls [INtmsSession1::OpenNtmsServerSessionA](#) to open a session with the server.
2. The server initializes the session and indicates success.
3. The RSM client calls [INtmsObjectManagement1::EnumerateNtmsObject](#). The *dwType* parameter is set to a value from the [NtmsObjectsTypes](#) enumeration.
4. The server returns a list of objects.
5. The client calls [INtmsObjectManagement1::GetNtmsObjectAttributeA](#) to get the object attributes for a particular object.
6. The server returns the requested object attributes.

7. The client can also call [INtmsObjectManagement1::SetNtmsObjectAttributeA](#) to set the object attributes for the object.
8. The server indicates success (S\_OK).
9. The client disables the object by using [INtmsObjectManagement1::EnableNtmsObject](#).
10. The server indicates success (S\_OK).

#### 4.4 Media Management Using INtmsMediaServices1

The following illustrates the how an RSM client performs media management using the [INtmsMediaServices1](#) interface.



**Figure 4: Example of media management (ASCII)**

1. The client calls [INtmsSession1::OpenNtmsServerSessionA](#) to open a session with the server.
2. The server initializes the session and indicates success.
3. The RSM client calls [INtmsObjectManagement1::EnumerateNtmsObject](#). The *dwType* parameter is set to a value from the [NtmsObjectsTypes](#) enumeration.
4. The server returns a list of objects.
5. The client calls [INtmsMediaServices1::MountNtmsMedia](#) to mount media in a drive, specifying the media ID and the drive ID it obtained through **EnumerateNtmsObject**.
6. The server indicates success (S\_OK).



## 5 Security

The following sections specify security considerations for implementers of the RSM Remote Protocol.

### 5.1 Security Considerations for Implementers

The RSM Remote Protocol allows any user to connect to the server, allowing that user to exploit security flaws in the server implementation. The server implementation **SHOULD** enforce security on each method.

### 5.2 Index of Security Parameters

Security parameter	Section
Authentication Protocol	<a href="#">1.7.5</a>

## 6 Appendix A: Full IDL

```
import "ms-dtyp.idl";

// typedefs

typedef GUID * REFIID;

typedef GUID * LPGUID;

typedef GUID * LPNTMS_GUID;

typedef GUID NTMS_GUID;

typedef byte * PSECURITY_DESCRIPTOR NTMS;

typedef unsigned int64 ULONG_PTR;

typedef ULONG_PTR NTMS_HANDLE;

// enumerations

enum NtmsObjectsTypes {
    NTMS_UNKNOWN = 0,
    NTMS_OBJECT = 1,
    NTMS_CHANGER = 2,
    NTMS_CHANGER_TYPE = 3,
    NTMS_COMPUTER = 4,
    NTMS_DRIVE = 5,
    NTMS_DRIVE_TYPE = 6,
    NTMS_IEDOOR = 7,
    NTMS_IEPORT = 8,
    NTMS_LIBRARY = 9,
    NTMS_LIBREQUEST = 10,
    NTMS_LOGICAL_MEDIA = 11,
    NTMS_MEDIA_POOL = 12,
    NTMS_MEDIA_TYPE = 13,
    NTMS_PARTITION = 14,
    NTMS_PHYSICAL_MEDIA = 15,
    NTMS_STORAGE_SLOT = 16,
    NTMS_OPREQUEST = 17,
    NTMS_UI_DESTINATION = 18
};

enum NtmsOpreqCommand {
    NTMS_OPREQ_UNKNOWN = 0,
    NTMS_OPREQ_NEWMEDIA = 1,
    NTMS_OPREQ_CLEANER = 2,
    NTMS_OPREQ_DEVICE_SERVICE = 3,
    NTMS_OPREQ_MOVE_MEDIA = 4,
    NTMS_OPREQ_MESSAGE = 5
};

enum NtmsNotificationOperations {
    NTMS_OBJ_UPDATE = 1,
    NTMS_OBJ_INSERT = 2,
    NTMS_OBJ_DELETE = 3,
    NTMS_EVENT_SIGNAL = 4,
```

```

        NTMS_EVENT_COMPLETE                = 5
};

enum NtmsDismountOptions {
    NTMS_DISMOUNT_DEFERRED                = 0x0001,
    NTMS_DISMOUNT_IMMEDIATE               = 0x0002
};

enum NtmsLmState {
    NTMS_LM_QUEUED                        = 0,
    NTMS_LM_INPROCESS                     = 1,
    NTMS_LM_PASSED                        = 2,
    NTMS_LM_FAILED                        = 3,
    NTMS_LM_INVALID                       = 4,
    NTMS_LM_WAITING                       = 5,
    NTMS_LM_CANCELLED                     = 7,
    NTMS_LM_STOPPED                       = 8
};

enum NtmsEjectOperation {
    NTMS_EJECT_START                      = 0,
    NTMS_EJECT_STOP                       = 1,
    NTMS_EJECT_QUEUE                      = 2,
    NTMS_EJECT_FORCE                      = 3,
    NTMS_EJECT_IMMEDIATE                  = 4,
    NTMS_EJECT_ASK_USER                   = 5
};

enum NtmsInjectOperation {
    NTMS_INJECT_START                     = 0,
    NTMS_INJECT_STOP                      = 1,
    NTMS_INJECT_RETRACT                   = 2,
    NTMS_INJECT_STARTMANY                  = 3
};

enum NtmsInventoryMethod {
    NTMS_INVENTORY_NONE                   = 0,
    NTMS_INVENTORY_FAST                    = 1,
    NTMS_INVENTORY_OMID                   = 2,
    NTMS_INVENTORY_DEFAULT                 = 3,
    NTMS_INVENTORY_SLOT                    = 4,
    NTMS_INVENTORY_STOP                    = 5,
    NTMS_INVENTORY_MAX                     = 5
};

enum NtmsAllocateOptions {
    NTMS_ALLOCATE_NEW                      = 0x0001,
    NTMS_ALLOCATE_NEXT                     = 0x0002,
    NTMS_ALLOCATE_ERROR_IF_UNAVAILABLE     = 0x0004
};

enum NtmsCreateOptions {
    NTMS_OPEN_EXISTING                     = 0x0001,
    NTMS_CREATE_NEW                        = 0x0002,
    NTMS_OPEN_ALWAYS                       = 0x0003
};

enum NtmsMountOptions {
    NTMS_MOUNT_READ                        = 0x0001,
    NTMS_MOUNT_WRITE                       = 0x0002,
    NTMS_MOUNT_ERROR_NOT_AVAILABLE        = 0x0004,
    NTMS_MOUNT_ERROR_OFFLINE              = 0x0008,
    NTMS_MOUNT_SPECIFIC_DRIVE              = 0x0010,
    NTMS_MOUNT_NOWAIT                      = 0x0020
};

```

```

};

enum NtmsMountPriority {
    NTMS_PRIORITY_DEFAULT          = 0,
    NTMS_PRIORITY_HIGHEST          = 15,
    NTMS_PRIORITY_HIGH             = 7,
    NTMS_PRIORITY_NORMAL           = 0,
    NTMS_PRIORITY_LOW              = -7,
    NTMS_PRIORITY_LOWEST           = -15
};

enum NtmsBarCodeState {
    NTMS_BARCODESTATE_OK          = 1,
    NTMS_BARCODESTATE_UNREADABLE = 2
};

enum NtmsDriveState {
    NTMS_DRIVESTATE_DISMOUNTED    = 0,
    NTMS_DRIVESTATE_MOUNTED       = 1,
    NTMS_DRIVESTATE_LOADED        = 2,
    NTMS_DRIVESTATE_UNLOADED      = 5,
    NTMS_DRIVESTATE_BEING_CLEARED = 6,
    NTMS_DRIVESTATE_DISMOUNTABLE = 7
};

enum NtmsLmOperation {
    NTMS_LM_REMOVE                = 0,
    NTMS_LM_DISABLECHANGER        = 1,
    NTMS_LM_DISABLELIBRARY        = 1,
    NTMS_LM_ENABLECHANGER         = 2,
    NTMS_LM_ENABLELIBRARY         = 2,
    NTMS_LM_DISABLEDRIVE          = 3,
    NTMS_LM_ENABLEDRIVE           = 4,
    NTMS_LM_DISABLEMEDIA          = 5,
    NTMS_LM_ENABLEMEDIA           = 6,
    NTMS_LM_UPDATEOMID            = 7,
    NTMS_LM_INVENTORY              = 8,
    NTMS_LM_DOORACCESS             = 9,
    NTMS_LM_EJECT                 = 10,
    NTMS_LM_EJECTCLEANER           = 11,
    NTMS_LM_INJECT                 = 12,
    NTMS_LM_INJECTCLEANER          = 13,
    NTMS_LM_PROCESSOMID            = 14,
    NTMS_LM_CLEANDRIVE             = 15,
    NTMS_LM_DISMOUNT              = 16,
    NTMS_LM_MOUNT                  = 17,
    NTMS_LM_WRITESCRATCH           = 18,
    NTMS_LM_CLASSIFY               = 19,
    NTMS_LM_RESERVECLEANER         = 20,
    NTMS_LM_RELEASECLEANER         = 21,
};

enum NtmsMediaState {
    NTMS_MEDIASTATE_IDLE          = 0,
    NTMS_MEDIASTATE_INUSE         = 1,
    NTMS_MEDIASTATE_MOUNTED       = 2,
    NTMS_MEDIASTATE_LOADED        = 3,
    NTMS_MEDIASTATE_UNLOADED      = 4,
    NTMS_MEDIASTATE_OPERROR       = 5,
    NTMS_MEDIASTATE_OPREQ         = 6
};

enum NtmsOperationalState {
    NTMS_READY                    = 0,
    NTMS_INITIALIZING             = 10,
};

```

```

        NTMS_NEEDS_SERVICE           = 20,
        NTMS_NOT_PRESENT             = 21
};

enum NtmsOpreqState {
    NTMS_OPSTATE_UNKNOWN             = 0,
    NTMS_OPSTATE_SUBMITTED           = 1,
    NTMS_OPSTATE_ACTIVE              = 2,
    NTMS_OPSTATE_INPROGRESS          = 3,
    NTMS_OPSTATE_REFUSED             = 4,
    NTMS_OPSTATE_COMPLETE            = 5
};

enum NtmsPartitionState {
    NTMS_PARTSTATE_UNKNOWN           = 0,
    NTMS_PARTSTATE_UNPREPARED        = 1,
    NTMS_PARTSTATE_INCOMPATIBLE      = 2,
    NTMS_PARTSTATE_DECOMMISSIONED    = 3,
    NTMS_PARTSTATE_AVAILABLE        = 4,
    NTMS_PARTSTATE_ALLOCATED         = 5,
    NTMS_PARTSTATE_COMPLETE          = 6,
    NTMS_PARTSTATE_FOREIGN           = 7,
    NTMS_PARTSTATE_IMPORT            = 8,
    NTMS_PARTSTATE_RESERVED          = 9
};

enum NtmsUIOperations {
    NTMS_UIDEST_ADD                  = 1,
    NTMS_UIDEST_DELETE              = 2,
    NTMS_UIDEST_DELETEALL           = 3
};

enum NtmsUITypes {
    NTMS_UITYPE_INVALID             = 0,
    NTMS_UITYPE_INFO                = 1,
    NTMS_UITYPE_REQ                 = 2,
    NTMS_UITYPE_ERR                 = 3,
};

// Structures

typedef struct NTMS_LIBRARYINFORMATION {
    DWORD      LibraryType;
    NTMS_GUID  CleanerSlot;
    NTMS_GUID  CleanerSlotDefault;
    BOOL       LibrarySupportsDriveCleaning;
    BOOL       BarCodeReaderInstalled;
    DWORD      InventoryMethod;
    DWORD      dwCleanerUsesRemaining;
    DWORD      FirstDriveNumber;
    DWORD      dwNumberOfDrives;
    DWORD      FirstSlotNumber;
    DWORD      dwNumberOfSlots;
    DWORD      FirstDoorNumber;
    DWORD      dwNumberOfDoors;
    DWORD      FirstPortNumber;
    DWORD      dwNumberOfPorts;
    DWORD      FirstChangerNumber;
    DWORD      dwNumberOfChangers;
    DWORD      dwNumberOfMedia;
    DWORD      dwNumberOfMediaTypes;
    DWORD      dwNumberOfLibRequests;
};

```

```

        GUID        Reserved;
        BOOL        AutoRecovery;
        DWORD       dwFlags;
    } NTMS_LIBRARYINFORMATION;

typedef struct SECURITY_ATTRIBUTES_NTMS {
    DWORD          nLength;
    [size_is(nDescriptorLength)] byte * lpSecurityDescriptor;
    BOOL           bInheritHandle;
    DWORD nDescriptorLength;
} SECURITY_ATTRIBUTES_NTMS, *LPSECURITY_ATTRIBUTES_NTMS;

typedef struct NTMS_ALLOCATION_INFORMATION {
    DWORD dwSize;
    byte * lpReserved;
    NTMS_GUID AllocatedFrom;
} NTMS_ALLOCATION_INFORMATION, *LPNTMS_ALLOCATION_INFORMATION;

typedef struct NTMS_MOUNT_INFORMATION {
    DWORD dwSize;
    byte * lpReserved;
} NTMS_MOUNT_INFORMATION, *LPNTMS_MOUNT_INFORMATION;

typedef struct NTMS_CHANGER_INFORMATIONA {
    DWORD          Number;
    NTMS_GUID      ChangerType;
    char           szSerialNumber[32];
    char           szRevision[32];
    char           szDeviceName[64];
    unsigned short ScsiPort;
    unsigned short ScsiBus;
    unsigned short ScsiTarget;
    unsigned short ScsiLun;
    NTMS_GUID      Library;
} NTMS_CHANGER_INFORMATIONA;

typedef struct NTMS_CHANGER_INFORMATIONW {
    DWORD          Number;
    NTMS_GUID      ChangerType;
    wchar_t        szSerialNumber[32];
    wchar_t        szRevision[32];
    wchar_t        szDeviceName[64];
    unsigned short ScsiPort;
    unsigned short ScsiBus;
    unsigned short ScsiTarget;
    unsigned short ScsiLun;
    NTMS_GUID      Library;
} NTMS_CHANGER_INFORMATIONW;

typedef struct _NTMS_CHANGERTYPE_INFORMATIONA {
    char           szVendor[128];
    char           szProduct[128];
    DWORD          DeviceType;
} NTMS_CHANGERTYPE_INFORMATIONA;

typedef struct _NTMS_CHANGERTYPE_INFORMATIONW {
    wchar_t        szVendor[128];
    wchar_t        szProduct[128];
    DWORD          DeviceType;
} NTMS_CHANGERTYPE_INFORMATIONW;

typedef struct _NTMS_DRIVE_INFORMATIONA {
    DWORD          Number;
    DWORD          State;
    NTMS_GUID      DriveType;
}

```

```

        char            szDeviceName[64];
        char            szSerialNumber[32];
        char            szRevision[32];
        unsigned short   ScsiPort;
        unsigned short   ScsiBus;
        unsigned short   ScsiTarget;
        unsigned short   ScsiLun;
        DWORD            dwMountCount;
        SYSTEMTIME        LastCleanedTs;
        NTMS_GUID         SavedPartitionId;
        NTMS_GUID         Library;
        GUID              Reserved;
        DWORD            dwDeferDismountDelay;
    } NTMS_DRIVEINFORMATIONA;

typedef struct NTMS_DRIVEINFORMATIONW {
    DWORD            Number;
    DWORD            State;
    NTMS_GUID         DriveType;
    wchar_t          szDeviceName[64];
    wchar_t          szSerialNumber[32];
    wchar_t          szRevision[32];
    unsigned short   ScsiPort;
    unsigned short   ScsiBus;
    unsigned short   ScsiTarget;
    unsigned short   ScsiLun;
    DWORD            dwMountCount;
    SYSTEMTIME        LastCleanedTs;
    NTMS_GUID         SavedPartitionId;
    NTMS_GUID         Library;
    GUID              Reserved;
    DWORD            dwDeferDismountDelay;
} NTMS_DRIVEINFORMATIONW;

typedef struct NTMS_DRIVETYPEINFORMATIONA {
    char            szVendor[128];
    char            szProduct[128];
    DWORD            NumberOfHeads;
    DWORD            DeviceType;
} NTMS_DRIVETYPEINFORMATIONA;

typedef struct NTMS_DRIVETYPEINFORMATIONW {
    wchar_t          szVendor[128];
    wchar_t          szProduct[128];
    DWORD            NumberOfHeads;
    DWORD            DeviceType;
} NTMS_DRIVETYPEINFORMATIONW;

typedef struct _NTMS_LIBREQUESTINFORMATIONA {
    DWORD            OperationCode;
    DWORD            OperationOption;
    DWORD            State;
    NTMS_GUID         PartitionId;
    NTMS_GUID         DriveId;
    NTMS_GUID         PhysMediaId;
    NTMS_GUID         Library;
    NTMS_GUID         SlotId;
    SYSTEMTIME        TimeQueued;
    SYSTEMTIME        TimeCompleted;
    char            szApplication[64];
    char            szUser[64];
    char            szComputer[64];
    DWORD            dwErrorCode;
    NTMS_GUID         WorkItemId;
    DWORD            dwPriority;
}

```

```

} NTMS_LIBREQUESTINFORMATION;

typedef struct _NTMS_LIBREQUESTINFORMATIONW {
    DWORD      OperationCode;
    DWORD      OperationOption;
    DWORD      State;
    NTMS_GUID  PartitionId;
    NTMS_GUID  DriveId;
    NTMS_GUID  PhysMediaId;
    NTMS_GUID  Library;
    NTMS_GUID  SlotId;
    SYSTEMTIME TimeQueued;
    SYSTEMTIME TimeCompleted;
    wchar_t    szApplication[64];
    wchar_t    szUser[64];
    wchar_t    szComputer[64];
    DWORD      dwErrorCode;
    NTMS_GUID  WorkItemId;
    DWORD      dwPriority;
} NTMS_LIBREQUESTINFORMATIONW;

typedef struct NTMS_MEDIAPOLINFORMATION {
    DWORD      PoolType;
    NTMS_GUID  MediaType;
    NTMS_GUID  Parent;
    DWORD      AllocationPolicy;
    DWORD      DeallocationPolicy;
    DWORD      dwMaxAllocates;
    DWORD      dwNumberOfPhysicalMedia;
    DWORD      dwNumberOfLogicalMedia;
    DWORD      dwNumberOfMediaPools;
} NTMS_MEDIAPOLINFORMATION;

typedef struct NTMS_MEDIATYPEINFORMATION {
    DWORD      MediaType;
    DWORD      NumberOfSides;
    DWORD      ReadWriteCharacteristics;
    DWORD      DeviceType;
} NTMS_MEDIATYPEINFORMATION;

typedef struct NTMS_STORAGE_SLOTINFORMATION {
    DWORD      Number;
    DWORD      State;
    NTMS_GUID  Library;
} NTMS_STORAGE_SLOTINFORMATION;

typedef struct NTMS_IEDOORINFORMATION {
    DWORD      Number;
    DWORD      State;
    unsigned short MaxOpenSecs;
    NTMS_GUID  Library;
} NTMS_IEDOORINFORMATION;

typedef struct NTMS_IEPORTINFORMATION {
    DWORD      Number;
    DWORD      Content;
    DWORD      Position;
    unsigned short MaxExtendSecs;
    NTMS_GUID  Library;
} NTMS_IEPORTINFORMATION;

typedef struct _NTMS_LMIDINFORMATION {
    NTMS_GUID  MediaPool;
    DWORD      dwNumberOfPartitions;
} NTMS_LMIDINFORMATION;

```



```

typedef struct _NTMS_COMPUTERINFORMATION {
    DWORD        dwLibRequestPurgeTime;
    DWORD        dwOpRequestPurgeTime;
    DWORD        dwLibRequestFlags;
    DWORD        dwOpRequestFlags;
    DWORD        dwMediaPoolPolicy;
} NTMS_COMPUTERINFORMATION;

typedef struct NTMS_OPREQUESTINFORMATIONA {
    DWORD        Request;
    SYSTEMTIME    Submitted;
    DWORD        State;
    char         szMessage[256];
    DWORD        Arg1Type;
    NTMS_GUID    Arg1;
    DWORD        Arg2Type;
    NTMS_GUID    Arg2;
    char         szApplication[64];
    char         szUser[64];
    char         szComputer[64];
} NTMS_OPREQUESTINFORMATIONA;

typedef struct NTMS_OPREQUESTINFORMATIONW {
    DWORD        Request;
    SYSTEMTIME    Submitted;
    DWORD        State;
    wchar_t      szMessage[256];
    DWORD        Arg1Type;
    NTMS_GUID    Arg1;
    DWORD        Arg2Type;
    NTMS_GUID    Arg2;
    wchar_t      szApplication[64];
    wchar_t      szUser[64];
    wchar_t      szComputer[64];
} NTMS_OPREQUESTINFORMATIONW;

typedef struct _NTMS_PARTITIONINFORMATIONA {
    NTMS_GUID    PhysicalMedia;
    NTMS_GUID    LogicalMedia;
    DWORD        State;
    unsigned short Side;
    DWORD        dwOmidLabelIdLength;
    byte         OmidLabelId[255];
    char         szOmidLabelType[64];
    char         szOmidLabelInfo[256];
    DWORD        dwMountCount;
    DWORD        dwAllocateCount;
    LARGE_INTEGER Capacity;
} NTMS_PARTITIONINFORMATIONA;

typedef struct NTMS_PARTITIONINFORMATIONW {
    NTMS_GUID    PhysicalMedia;
    NTMS_GUID    LogicalMedia;
    DWORD        State;
    unsigned short Side;
    DWORD        dwOmidLabelIdLength;
    byte         OmidLabelId[255];
    wchar_t      szOmidLabelType[64];
    wchar_t      szOmidLabelInfo[256];
    DWORD        dwMountCount;
    DWORD        dwAllocateCount;
    LARGE_INTEGER Capacity;
} NTMS_PARTITIONINFORMATIONW;

```

```

typedef struct NTMS PMIDINFORMATIONA {
    NTMS_GUID CurrentLibrary;
    NTMS_GUID MediaPool;
    NTMS_GUID Location;
    DWORD LocationType;
    NTMS_GUID MediaType;
    NTMS_GUID HomeSlot;
    char szBarCode[64];
    DWORD BarCodeState;
    char szSequenceNumber[32];
    DWORD MediaState;
    DWORD dwNumberOfPartitions;
    DWORD dwMediaTypeCode;
    DWORD dwDensityCode;
    NTMS_GUID MountedPartition;
} NTMS PMIDINFORMATIONA;

typedef struct NTMS PMIDINFORMATIONW {
    NTMS_GUID CurrentLibrary;
    NTMS_GUID MediaPool;
    NTMS_GUID Location;
    DWORD LocationType;
    NTMS_GUID MediaType;
    NTMS_GUID HomeSlot;
    wchar_t szBarCode[64];
    DWORD BarCodeState;
    wchar_t szSequenceNumber[32];
    DWORD MediaState;
    DWORD dwNumberOfPartitions;
    DWORD dwMediaTypeCode;
    DWORD dwDensityCode;
    NTMS_GUID MountedPartition;
} NTMS PMIDINFORMATIONW;

typedef struct RSM MESSAGE {
    [unique] LPGUID lpguidOperation;
    DWORD dwNtmsType;
    DWORD dwState;
    DWORD dwFlags;
    DWORD dwPriority;
    DWORD dwErrorCode;
    [string, unique] wchar_t * lpszComputerName;
    [string] wchar_t * lpszApplication;
    [string] wchar_t * lpszUser;
    [string] wchar_t * lpszTimeSubmitted;
    [string] wchar_t * lpszMessage;
} RSM MESSAGE, *LPRSM MESSAGE;

typedef struct _NTMS_OBJECTINFORMATIONA {
    DWORD dwSize;
    DWORD dwType;
    SYSTEMTIME Created;
    SYSTEMTIME Modified;
    NTMS_GUID ObjectGuid;
    BOOL Enabled;
    DWORD dwOperationalState;
    char szName[64];
    char szDescription[127];
    [switch is(dwType)] union {
        [case(NTMS_DRIVE)] NTMS_DRIVEINFORMATIONA Drive;
        [case(NTMS_DRIVE_TYPE)] NTMS_DRIVETYPEINFORMATIONA DriveType;
        [case(NTMS_LIBRARY)] NTMS_LIBRARYINFORMATION Library;
        [case(NTMS_CHANGER)] NTMS_CHANGERINFORMATIONA Changer;
        [case(NTMS_CHANGER_TYPE)] NTMS_CHANGERTYPEINFORMATIONA ChangerType;
        [case(NTMS_STORAGESLOT)] NTMS_STORAGESLOTINFORMATION StorageSlot;
    };
};

```

```

        [case(NTMS_IEDOOR)]          NTMS_IEDOORINFORMATION IEDoor;
        [case(NTMS_IEPORT)]         NTMS_IEPORTINFORMATION IEPort;
        [case(NTMS_PHYSICAL_MEDIA)] NTMS_P MIDINFORMATIONA PhysicalMedia;
        [case(NTMS_LOGICAL_MEDIA)]  NTMS_L MIDINFORMATION LogicalMedia;
        [case(NTMS_PARTITION)]      NTMS_PARTITIONINFORMATIONA Partition;
        [case(NTMS_MEDIA_POOL)]     NTMS_MEDIAPOOLINFORMATION MediaPool;
        [case(NTMS_MEDIA_TYPE)]     NTMS_MEDIATYPEINFORMATION MediaType;
        [case(NTMS_LIBREQUEST)]     NTMS_LIBREQUESTINFORMATIONA LibRequest;
        [case(NTMS_OPREQUEST)]      NTMS_OPREQUESTINFORMATIONA OpRequest;
        [case(NTMS_COMPUTER)]       NTMS_COMPUTERINFORMATION Computer;
    } Info;
} NTMS_OBJECTINFORMATIONA, *LPNTMS_OBJECTINFORMATIONA;

typedef struct _NTMS_OBJECTINFORMATIONW {
    DWORD      dwSize;
    DWORD      dwType;
    SYSTEMTIME  Created;
    SYSTEMTIME  Modified;
    NTMS_GUID   ObjectGuid;
    BOOL        Enabled;
    DWORD      dwOperationalState;
    wchar_t     szName[64];
    wchar_t     szDescription[127];
    [switch is(dwType)] union {
        [case(NTMS_DRIVE)]          NTMS_DRIVEINFORMATIONW Drive;
        [case(NTMS_DRIVE_TYPE)]     NTMS_DRIVETYPEINFORMATIONW DriveType;
        [case(NTMS_LIBRARY)]        NTMS_LIBRARYINFORMATION Library;
        [case(NTMS_CHANGER)]        NTMS_CHANGERINFORMATIONW Changer;
        [case(NTMS_CHANGER_TYPE)]   NTMS_CHANGERTYPEINFORMATIONW ChangerType;
        [case(NTMS_STORAGE_SLOT)]   NTMS_STORAGE_SLOTINFORMATION StorageSlot;
        [case(NTMS_IEDOOR)]         NTMS_IEDOORINFORMATION IEDoor;
        [case(NTMS_IEPORT)]         NTMS_IEPORTINFORMATION IEPort;
        [case(NTMS_PHYSICAL_MEDIA)] NTMS_P MIDINFORMATIONW PhysicalMedia;
        [case(NTMS_LOGICAL_MEDIA)]  NTMS_L MIDINFORMATION LogicalMedia;
        [case(NTMS_PARTITION)]      NTMS_PARTITIONINFORMATIONW Partition;
        [case(NTMS_MEDIA_POOL)]     NTMS_MEDIAPOOLINFORMATION MediaPool;
        [case(NTMS_MEDIA_TYPE)]     NTMS_MEDIATYPEINFORMATION MediaType;
        [case(NTMS_LIBREQUEST)]     NTMS_LIBREQUESTINFORMATIONW LibRequest;
        [case(NTMS_OPREQUEST)]      NTMS_OPREQUESTINFORMATIONW OpRequest;
        [case(NTMS_COMPUTER)]       NTMS_COMPUTERINFORMATION Computer;
    } Info;
} NTMS_OBJECTINFORMATIONW, *LPNTMS_OBJECTINFORMATIONW;

// interfaces

[
    object,
    uuid(4e934f30-341a-11d1-8fb1-00a024cb6019),
    helpstring("Intms Library Control Interface"),
    pointer default(unique)
]
interface INTmsLibraryControl1 : IUnknown
{
    HRESULT EjectNtmsMedia(
        [in, unique] LPNTMS_GUID lpMediaId,
        [in, out] LPNTMS_GUID lpEjectOperation,
        [in] DWORD dwAction
    );

    HRESULT InjectNtmsMedia(
        [in] LPNTMS_GUID lpLibraryId,
        [in, out] LPNTMS_GUID lpInjectOperation,

```

```

        [in] DWORD                dwAction
    );

HRESULT AccessNtmsLibraryDoor(
    [in] LPNTMS_GUID lpLibraryId,
    [in] DWORD        dwAction
);

HRESULT CleanNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);

HRESULT DismountNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);

HRESULT InventoryNtmsLibrary(
    [in] LPNTMS_GUID lpLibraryId,
    [in] DWORD        dwAction
);

HRESULT INtmsLibraryControl1 LocalOnlyOpnum09(
);

HRESULT CancelNtmsLibraryRequest(
    [in] LPNTMS_GUID lpRequestId
);

HRESULT ReserveNtmsCleanerSlot (
    [in] LPNTMS_GUID lpLibrary,
    [in] LPNTMS_GUID lpSlot
);

HRESULT ReleaseNtmsCleanerSlot (
    [in] LPNTMS_GUID lpLibrary
);

HRESULT InjectNtmsCleaner (
    [in] LPNTMS_GUID lpLibrary,
    [in,out] LPNTMS_GUID lpInjectOperation,
    [in] DWORD        dwNumberOfCleansLeft,
    [in] DWORD        dwAction
);

HRESULT EjectNtmsCleaner (
    [in] LPNTMS_GUID lpLibrary,
    [in,out] LPNTMS_GUID lpEjectOperation,
    [in] DWORD        dwAction
);

HRESULT DeleteNtmsLibrary(
    [in] LPNTMS_GUID lpLibraryId
);

HRESULT DeleteNtmsDrive(
    [in] LPNTMS_GUID lpDriveId
);

HRESULT GetNtmsRequestOrder(
    [in] LPNTMS_GUID lpRequestId,
    [out] DWORD * lpdwOrderNumber
);

HRESULT SetNtmsRequestOrder(
    [in] LPNTMS_GUID lpRequestId,

```

```

        [in]  DWORD          dwOrderNumber
    );

HRESULT DeleteNtmsRequests(
    [in, size_is(dwCount)] LPNTMS_GUID lpRequestId,
    [in]  DWORD                  dwType,
    [in]  DWORD                  dwCount
);

HRESULT BeginNtmsDeviceChangeDetection(
    [out] NTMS_HANDLE * lpDetectHandle
);

HRESULT SetNtmsDeviceChangeDetection(
    [in] NTMS_HANDLE DetectHandle,
    [in, size_is(dwCount)] LPNTMS_GUID lpObjectId,
    [in]  DWORD                  dwType,
    [in]  DWORD                  dwCount
);

HRESULT EndNtmsDeviceChangeDetection(
    [in] NTMS_HANDLE DetectHandle
);

};

[
    object,
    uuid(d02e4be0-3419-11d1-8fb1-00a024cb6019),
    helpstring("Ntms Media Services Interface"),
    pointer_default(unique)
]
interface INtmsMediaServices1 : IUnknown
{

    HRESULT MountNtmsMedia(
        [in, size_is(dwCount)]
            LPNTMS_GUID lpMediaId,
        [in, out, size_is(dwCount)]
            LPNTMS_GUID lpDriveId,
        [in]  DWORD          dwCount,
        [in]  DWORD          dwOptions,
        [in]  int             dwPriority,
        [in]  DWORD          dwTimeout,
        [in,out] LPNTMS_MOUNT_INFORMATION lpMountInformation
    );

    HRESULT DismountNtmsMedia(
        [in, size_is(dwCount)] LPNTMS_GUID lpMediaId,
        [in]  DWORD          dwCount,
        [in]  DWORD          dwOptions
    );

    HRESULT GetNtmsMountDrives(
        [in] LPNTMS_MOUNT_INFORMATION lpMountInformation,
        [in, out, size_is(dwCount)]
            LPNTMS_GUID lpDriveId,
        [in]  DWORD          dwCount
    );

    HRESULT AllocateNtmsMedia(
        [in] LPNTMS_GUID lpMediaPool,
        [in, unique] LPNTMS_GUID pPartition,
        [in, out] LPNTMS_GUID lpMediaId,

```

```

[in] DWORD                dwOptions,
[in] DWORD                dwTimeout,
[in, out] LPNTMS_ALLOCATION_INFORMATION
                        lpAllocateInformation
);

HRESULT DeallocateNtmsMedia(
[in] LPNTMS_GUID lpMediaId,
[in] DWORD dwOptions
);

HRESULT SwapNtmsMedia(
[in] LPNTMS_GUID lpMediaId1,
[in] LPNTMS_GUID lpMediaId2
);

HRESULT DecommissionNtmsMedia(
[in] LPNTMS_GUID lpMediaId
);

HRESULT SetNtmsMediaComplete(
[in] LPNTMS_GUID lpMediaId
);

HRESULT DeleteNtmsMedia(
[in] LPNTMS_GUID lpMediaId
);

HRESULT CreateNtmsMediaPoolA(
[in] const char * lpPoolName,
[in, unique] LPNTMS_GUID lpMediaType,
[in] DWORD dwOptions,
[in, unique] LPSECURITY_ATTRIBUTES_NTMS
                        lpSecurityAttributes,
[out] LPNTMS_GUID lpPoolId
);

HRESULT CreateNtmsMediaPoolW(
[in] const wchar_t * lpPoolName,
[in, unique] LPNTMS_GUID lpMediaType,
[in] DWORD dwOptions,
[in, unique] LPSECURITY_ATTRIBUTES_NTMS
                        lpSecurityAttributes,
[out] LPNTMS_GUID lpPoolId
);

HRESULT GetNtmsMediaPoolNameA(
[in] LPNTMS_GUID lpPoolId,
[out, size_is(*lpdwNameSizeBuf),
length_is(*lpdwNameSizeBuf)]
unsigned char * lpBufName,
[in] DWORD * lpdwNameSizeBuf,
[out] DWORD * lpdwNameSize
);

HRESULT GetNtmsMediaPoolNameW(
[in] LPNTMS_GUID lpPoolId,
[out, size_is(*lpdwNameSizeBuf),
length_is(*lpdwNameSizeBuf)]
wchar_t * lpBufName,
[in] DWORD * lpdwNameSizeBuf,
[out] DWORD * lpdwNameSize
);

HRESULT MoveToNtmsMediaPool(

```

```

        [in] LPNTMS_GUID  lpMediaId,
        [in] LPNTMS_GUID  lpPoolId
    );

HRESULT DeleteNtmsMediaPool(
    [in] LPNTMS_GUID  lpPoolId
);

HRESULT AddNtmsMediaType(
    [in] LPNTMS_GUID  lpMediaTypeId,
    [in] LPNTMS_GUID  lpLibId
);

HRESULT DeleteNtmsMediaType(
    [in] LPNTMS_GUID  lpMediaTypeId,
    [in] LPNTMS_GUID  lpLibId
);

HRESULT ChangeNtmsMediaType(
    [in] LPNTMS_GUID  lpMediaId,
    [in] LPNTMS_GUID  lpPoolId
);

};

[
    object,
    uuid(69ab7050-3059-11d1-8faf-00a024cb6019),
    helpstring("INtmsObjectInfo1 Interface"),
    pointer default(unique)
]

interface INtmsObjectInfo1 : IUnknown
{

    HRESULT GetNtmsServerObjectInformationA(
        [in, unique] LPNTMS_GUID      lpObjectId,
        [out] LPNTMS_OBJECTINFORMATIONA lpInfo,
        [in] DWORD                    dwType,
        [in] DWORD                    dwSize
    );

    HRESULT GetNtmsServerObjectInformationW(
        [in] LPNTMS_GUID      lpObjectId,
        [out] LPNTMS_OBJECTINFORMATIONW lpInfo,
        [in] DWORD            dwType,
        [in] DWORD            dwSize
    );

    HRESULT SetNtmsObjectInformationA(
        [in] LPNTMS_GUID      lpObjectId,
        [in] LPNTMS_OBJECTINFORMATIONA lpInfo
    );

    HRESULT SetNtmsObjectInformationW(
        [in] LPNTMS_GUID      lpObjectId,
        [in] LPNTMS_OBJECTINFORMATIONW lpInfo
    );

    HRESULT CreateNtmsMediaA(
        [in, out] LPNTMS_OBJECTINFORMATIONA lpMedia,
        [in, out, size_is(*lpdwListBufferSize), length_is(dwListCount)]
            LPNTMS_OBJECTINFORMATIONA lpList,
        [in] DWORD *                    lpdwListBufferSize,

```

```

[in] DWORD dwListCount,
[in] DWORD dwOptions
);

HRESULT CreateNtmsMediaW(
[in, out] LPNTMS_OBJECTINFORMATIONW lpMedia,
[in, out, size is(*lpdwListBufferSize), length is(dwListCount)]
        LPNTMS_OBJECTINFORMATIONW lpList,
[in] DWORD * lpdwListBufferSize,
[in] DWORD dwListCount,
[in] DWORD dwOptions
);
};

[
    object,
    uuid(b057dc50-3059-11d1-8f4f-00a024cb6019),
    helpstring("INtms Object Management Interface"),
    pointer default(unique)
]
interface INtmsObjectManagement1 : IUnknown
{

    HRESULT GetNtmsObjectSecurity(
        [in] LPNTMS_GUID lpObjectId,
        [in] DWORD dwType,
        [in] DWORD SecurityInformation,
        [out, size_is(nLength)]
            PSECURITY_DESCRIPTOR_NTMS lpSecurityDescriptor,
        [in] DWORD nLength,
        [out] DWORD * lpnLengthNeeded
    );

    HRESULT SetNtmsObjectSecurity(
        [in] LPNTMS_GUID lpObjectId,
        [in] DWORD dwType,
        [in] DWORD SecurityInformation,
        [in, size_is(nLength)]
            PSECURITY_DESCRIPTOR_NTMS lpSecurityDescriptor,
        [in] DWORD nLength
    );

    HRESULT GetNtmsObjectAttributeA(
        [in] LPNTMS_GUID ObjectId,
        [in] DWORD dwType,
        [in] const char * lpAttributeName,
        [out, size is(*lpdwAttributeBufferSize),
            length is(*lpAttributeSize)] byte * lpAttributeData,
        [in] DWORD * lpdwAttributeBufferSize,
        [out] DWORD * lpAttributeSize
    );

    HRESULT GetNtmsObjectAttributeW(
        [in] LPNTMS_GUID ObjectId,
        [in] DWORD dwType,
        [in] const wchar_t * lpAttributeName,
        [out, size_is(*lpdwAttributeBufferSize),
            length_is(*lpAttributeSize)] byte * lpAttributeData,
        [in] DWORD * lpdwAttributeBufferSize,
        [out] DWORD * lpAttributeSize
    );
};

```



```

    );

HRESULT SetNtmsObjectAttributeA(
    [in] LPNTMS_GUID          ObjectId,
    [in] DWORD                dwType,
    [in] const char *         lpAttributeName,
    [in, size_is(AttributeSize)] byte * lpAttributeData,
    [in] DWORD                AttributeSize
);

HRESULT SetNtmsObjectAttributeW(
    [in] LPNTMS_GUID          ObjectId,
    [in] DWORD                dwType,
    [in] const wchar_t *      lpAttributeName,
    [in, size_is(AttributeSize)] byte * lpAttributeData,
    [in] DWORD                AttributeSize
);

HRESULT EnumerateNtmsObject(
    [in, unique] const LPNTMS_GUID lpContainerId,
    [out, size_is(*lpdwListBufferSize),
    length_is(*lpdwListBufferSize)] LPNTMS_GUID lpList,
    [in] DWORD * lpdwListBufferSize,
    [out] DWORD * lpdwListSize,
    [in] DWORD dwType,
    [in] DWORD dwOptions
);

HRESULT DisableNtmsObject(
    [in] DWORD dwType,
    [in] LPNTMS_GUID lpObjectId
);

HRESULT EnableNtmsObject(
    [in] DWORD dwType,
    [in] LPNTMS_GUID lpObjectId
);

};

[
    object,
    uuid(8da03f40-3419-11d1-8fb1-00a024cb6019),
    helpstring("INtms Session Interface"),
    pointer default(unique)
]
interface INtmsSession1 : IUnknown
{

    HRESULT OpenNtmsServerSessionW(
        [in, unique] const wchar_t * lpServer,
        [in, unique] const wchar_t * lpApplication,
        [in] const wchar_t * lpClientName,
        [in] const wchar_t * lpUserName,
        [in] DWORD dwOptions
    );

    HRESULT OpenNtmsServerSessionA(
        [in, unique] const char * lpServer,
        [in, unique] const char * lpApplication,
        [in] const char * lpClientName,
        [in] const char * lpUserName,
        [in] DWORD dwOptions
    );
};

```

```

HRESULT CloseNtmsSession(
);

HRESULT SubmitNtmsOperatorRequestW(
[in] DWORD dwRequest,
[in, unique] const wchar_t * lpMessage,
[in, unique] LPNTMS_GUID lpArg1Id,
[in, unique] LPNTMS_GUID lpArg2Id,
[out] LPNTMS_GUID lpRequestId
);

HRESULT SubmitNtmsOperatorRequestA(
[in] DWORD dwRequest,
[in, unique] const char * lpMessage,
[in, unique] LPNTMS_GUID lpArg1Id,
[in, unique] LPNTMS_GUID lpArg2Id,
[out] LPNTMS_GUID lpRequestId
);

HRESULT WaitForNtmsOperatorRequest(
[in] LPNTMS_GUID lpRequestId,
[in] DWORD dwTimeout
);

HRESULT CancelNtmsOperatorRequest(
[in] LPNTMS_GUID lpRequestId
);

HRESULT SatisfyNtmsOperatorRequest(
[in] LPNTMS_GUID lpRequestId
);

HRESULT ImportNtmsDatabase(
);

HRESULT ExportNtmsDatabase(
);

HRESULT UseRpcNotification(
[in] unsigned int3264 Context,
[in] const char * lpProtocol,
[in] const char * lpEndpoint
);

HRESULT AddNotification(
[in] DWORD dwType
);

HRESULT RemoveNotification(
[in] DWORD dwType
);

HRESULT DispatchNotification(
[in] DWORD dwType,
[in] DWORD dwOperation,
[in] LPNTMS_GUID lpIdentifier
);

};

[
    object,
    uuid(879C8BBE-41B0-11d1-BE11-00C04FB6BF70),

```

```

        helpstring("IClientSink Interface"),
        pointer_default(unique)
]
interface IClientSink : IUnknown
{
    HRESULT OnNotify(
        [in] DWORD          dwType,
        [in] DWORD          dwOperation,
        [in] LPNTMS_GUID    lpIdentifier
    );

};

[
    object,
    uuid(DB90832F-6910-4d46-9F5E-9FD6BFA73903),
    helpstring("New INtms Library Control Interface "),
    pointer default(unique)
]

interface INtmsLibraryControl2 : INtmsLibraryControl1
{
    HRESULT IdentifyNtmsSlot(
        [in] LPNTMS_GUID    lpSlotId,
        [in] DWORD          dwOption
    );

};

[
    object,
    uuid(895A2C86-270D-489d-A6C0-DC2A9B35280E),
    helpstring("Robust INtms Object Management Interface"),
    pointer default(unique)
]
interface INtmsObjectManagement2 : INtmsObjectManagement1
{
    HRESULT EnumerateNtmsObjectR(
        [in, unique] const LPNTMS_GUID    lpContainerId,
        [out, size_is(*lpdwListBufferSize),
         length_is(*lpdwListSize)] LPNTMS_GUID lpList,
        [in] DWORD *                      lpdwListBufferSize,
        [out] DWORD *                     lpdwListSize,
        [out] DWORD *                     lpdwOutputSize,
        [in] DWORD                        dwType,
        [in] DWORD                        dwOptions
    );

    HRESULT GetNtmsUIOptionsA(
        [in, unique] const LPNTMS_GUID    lpObjectId,
        [in] DWORD                        dwType,
        [out, size_is(*lpdwBufSize),
         length_is(*lpdwDataSize)] unsigned char *lpszDestination,
        [in] DWORD *                      lpdwBufSize,
        [out] DWORD *                     lpdwDataSize,
        [out] DWORD *                     lpdwOutSize
    );

    HRESULT GetNtmsUIOptionsW(
        [in, unique] const LPNTMS_GUID    lpObjectId,
        [in] DWORD                        dwType,

```

```

        [out, size_is(*lpdwBufSize),
         length_is(*lpdwDataSize)] wchar_t * lpszDestination,
        [in] DWORD * lpdwBufSize,
        [out] DWORD * lpdwDataSize,
        [out] DWORD * lpdwOutSize
    );

HRESULT SetNtmsUIOptionsA(
    [in, unique] const LPNTMS_GUID lpObjectId,
    [in] DWORD dwType,
    [in] DWORD dwOperation,
    [in, string] const char * lpszDestination
);

HRESULT SetNtmsUIOptionsW(
    [in, unique] const LPNTMS_GUID ObjectId,
    [in] DWORD dwType,
    [in] DWORD dwOperation,
    [in, string] const wchar_t * lpszDestination
);

};

[
    object,
    uuid(3BBED8D9-2C9A-4b21-8936-ACB2F995BE6C),
    helpstring("INTms Object Management Interface 3"),
    pointer default(unique)
]
interface INTmsObjectManagement3 : INTmsObjectManagement2
{
    HRESULT GetNtmsObjectAttributeAR(
        [in] LPNTMS_GUID ObjectId,
        [in] DWORD dwType,
        [in] const char * lpAttributeName,
        [out, size_is(*lpdwAttributeBufferSize),
         length_is(*lpAttributeSize)]
        byte * lpAttributeData,
        [in] DWORD * lpdwAttributeBufferSize,
        [out] DWORD * lpAttributeSize,
        [out] DWORD * lpActualAttributeSize
    );

    HRESULT GetNtmsObjectAttributeWR(
        [in] LPNTMS_GUID ObjectId,
        [in] DWORD dwType,
        [in] const wchar_t * lpAttributeName,
        [out, size_is(*lpdwAttributeBufferSize),
         length_is(*lpAttributeSize)]
        byte * lpAttributeData,
        [in] DWORD * lpdwAttributeBufferSize,
        [out] DWORD * lpAttributeSize,
        [out] DWORD * lpActualAttributeSize
    );
}

[
    object,
    uuid(7D07F313-A53F-459a-BB12-012C15B1846E),
    helpstring("Robust INTms Media Services Interface"),
    pointer default(unique)
]

```

```

interface IRobustNtmsMediaServices1 : INtmsMediaServices1
{
    HRESULT GetNtmsMediaPoolNameAR(
        [in] LPNTMS_GUID lpPoolId,
        [out, size is(*lpdwNameSizeBuf),
            length is(*lpdwNameSize)]
            unsigned char * lpBufName,
        [in] DWORD * lpdwNameSizeBuf,
        [out] DWORD * lpdwNameSize,
        [out] DWORD * lpdwOutputSize
    );

    HRESULT GetNtmsMediaPoolNameWR(
        [in] LPNTMS_GUID lpPoolId,
        [out, size is(*lpdwNameSizeBuf),
            length is(*lpdwNameSize)]
            wchar_t * lpBufName,
        [in] DWORD * lpdwNameSizeBuf,
        [out] DWORD * lpdwNameSize,
        [out] DWORD * lpdwOutputSize
    );
};

[
    object,
    uuid(00000000-0000-0000-C000-000000000046),

    pointer default(unique)
]

interface IUnknown
{
    typedef [unique] IUnknown *LPUNKNOWN;

    HRESULT QueryInterface(
        [in] REFIID riid,
        [out, iid is(riid)] void **ppvObject);
    DWORD AddRef();
    DWORD Release();
}

[
    object,
    uuid(081E7188-C080-4FF3-9238-29F66D6CABFD),
    helpstring("IMessenger Interface"),
    pointer default(unique)
]
interface IMessenger : IUnknown
{
    [helpstring("method SendMessage")]
    HRESULT SendMessage(
        [in, unique] LPRSM_MESSAGE lpRsmMessage
    );

    [helpstring("method RecallMessage")]
    HRESULT RecallMessage(
        LPGUID lpGuid
    );
};

[
    object,

```

```

        uuid(BB39332C-BFEE-4380-AD8A-BADC8AFF5BB6),
        helpstring("INTmsNotifySink Interface"),
        pointer_default(unique)
    ]

    interface INTmsNotifySink : IUnknown
    {

        [helpstring("method ConnectCallback")]
        HRESULT ConnectCallback(
            [in] IUnknown* pUnkCP,
            [in] IUnknown* pUnkSink
        );

        [helpstring("method OnNotify")]
        HRESULT OnNotify(
            [in] DWORD dwType,
            [in] DWORD dwOperation,
            [in] LPGUID lpIdentifier
        );

        [helpstring("method ReleaseCallback")]
        HRESULT ReleaseCallback(
        );

    };

```

## 7 Appendix B: Windows Behavior

The information in this specification is applicable to the following versions of Windows:

- Windows NT
- Windows 2000
- Windows XP
- Windows Server 2003
- Windows Vista

Exceptions, if any, are noted below. Unless otherwise specified, any statement of optional behavior in this specification prescribed using the terms SHOULD or SHOULD NOT implies Windows behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that Windows does not follow the prescription.

[<1> Section 1.3:](#) The server end of the RSM Remote Protocol is implemented by the Windows RSM service on Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000. The RSM Remote Protocol is an optional feature on Windows Vista and Windows Server 2008 machines. The client end of the RSM Remote Protocol is implemented by a number of components, including the Windows RSM user interface and the RSM.exe command-line tool. This protocol is supported on Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000.

[<2> Section 1.4:](#) The RSM Remote Protocol is used by the Ntbackup.exe application.

[<3> Section 1.7.1:](#) The following interfaces are implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000.

- [INTmsSession1](#)
- [INTmsObjectManagement1](#)
- [INTmsObjectInfo1](#)

The following interfaces are implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, and Windows XP.

- [INTmsObjectManagement2](#)
- [INTmsObjectManagement3](#)

[<4> Section 1.7.2:](#) The following interface is implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000.

- [INTmsLibraryControl1](#)

The following interface is implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, and Windows XP.

- [INTmsLibraryControl2](#)

[<5> Section 1.7.3:](#) The following interface is implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000.

- [\*\*INtmsMediaServices1\*\*](#)

The following interface is implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, and Windows XP.

- [\*\*IRobustNtmsMediaServices1\*\*](#)

[<6> Section 1.7.4:](#) The following interface is implemented by Windows Server 2008, Windows Server 2003 R2, Windows Server 2003, Windows Vista, Windows XP, and Windows 2000.

- [\*\*INtmsNotifySink\*\*](#)

The following interfaces are implemented by Windows XP, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008.

- [\*\*IClientSink\*\*](#)

- [\*\*IMessenger\*\*](#)

[<7> Section 2.2.4.16:](#) Windows uses the application name "Removable Storage".

[<8> Section 2.2.4.16:](#) Windows sets this value to the name of the user running the client.

[<9> Section 2.2.4.16:](#) Windows sets this value to the name of the client computer.

[<10> Section 2.2.4.16:](#) Windows returns the error code of the request that failed.

[<11> Section 2.2.4.17:](#) Windows uses the application name "Removable Storage".

[<12> Section 2.2.4.17:](#) Windows returns the error code of the request that failed.

[<13> Section 2.2.4.20:](#) Windows sets this value to a blank string.

[<14> Section 2.2.4.21:](#) The Windows client uses a null-terminated string.

[<15> Section 2.2.4.26:](#) In Windows, this value is 259,200.

[<16> Section 2.2.4.26:](#) In Windows, this value is 259,200.

[<17> Section 3.1.5.2.1.1:](#) Windows displays event notification to the operator, and may perform processing based on the type of the notification.

[<18> Section 3.2.1.2.3:](#) The RSM server maintains all the media IDs in a database that can persist across the server sessions.

[<19> Section 3.2.1.3:](#) The RSM server maintains all of the media IDs in a database that can persist across the server sessions.

[<20> Section 3.2.5.2:](#) RSM provides security for media pool and library objects. Media pool security controls access to media, including physical media, sides, and logical media. When nested pools are used for media pools, the security of the lowest-level media pool determines the security of the media objects. Library security controls access to physical library units, including drives, changers, slots, and IE ports.

Applications can use the [\*\*SetNtmsObjectSecurity\*\*](#) and [\*\*GetNtmsObjectSecurity\*\*](#) methods to set and check security for an RSM object.

The following tables identify the security requirements for the RSM methods, which use the following key.



Code	Value	Description
U	NTMS_USE_ACCESS	Permission to use an NTMS object. For example, NTMS_USE_ACCESS would allow a user to get an object's attributes or mount media within a library .
M	NTMS_MODIFY_ACCESS	Permission to make changes to an NTMS object. For example, NTMS_MODIFY_ACCESS would allow a user to change the name of an object or change its attributes.
C	NTMS_CONTROL_ACCESS	Permission to control an NTMS object. For example, NTMS_CONTROL_ACCESS would allow a user to inject media, eject media, clean, or open the door.
R	READ_CONTROL	Permission to read the security attribute.
W	WRITE_DAC	Permission to write a security attribute.

In Windows 2000, the following table identifies the RSM methods and their security requirements.

Method	Media Pool	Library	Computer
<a href="#"><u>INtmsLibraryControl1::AccessNtmsLibraryDoor</u></a>		C	
<a href="#"><u>INtmsMediaServices1::AddNtmsMediaType</u></a>		M	
<a href="#"><u>INtmsMediaServices1::AllocateNtmsMedia</u></a>	C		
<a href="#"><u>INtmsLibraryControl1::CancelNtmsLibraryRequest</u></a>		C	
<a href="#"><u>INtmsSession1::CancelNtmsOperatorRequest</u></a>			C
<a href="#"><u>INtmsMediaServices1::ChangeNtmsMediaType</u></a>	M		M
<a href="#"><u>INtmsLibraryControl1::CleanNtmsDrive</u></a>		C	
<a href="#"><u>INtmsObjectInfo1::CreateNtmsMediaA</u></a> <a href="#"><u>INtmsObjectInfo1::CreateNtmsMediaA</u></a>	M		M
<a href="#"><u>INtmsMediaServices1::CreateNtmsMediaPoolA</u></a> <a href="#"><u>INtmsMediaServices1::CreateNtmsMediaPoolW</u></a>	C		
<a href="#"><u>INtmsMediaServices1::DeallocateNtmsMedia</u></a>	C		
<a href="#"><u>INtmsMediaServices1::DecommissionNtmsMedia</u></a>	C		

Method	Media Pool	Library	Computer
<a href="#">INtmsLibraryControl1::DeleteNtmsDrive</a>		M	
<a href="#">INtmsLibraryControl1::DeleteNtmsLibrary</a>		M	
<a href="#">INtmsMediaServices1::DeleteNtmsMedia</a>	M		M
<a href="#">INtmsMediaServices1::DeleteNtmsMediaPool</a>	M		
<a href="#">INtmsMediaServices1::DeleteNtmsMediaType</a>		M	
<a href="#">INtmsLibraryControl1::DeleteNtmsRequests</a>			M
<a href="#">INtmsObjectManagement1::DisableNtmsObject</a>		M	
<a href="#">INtmsLibraryControl1::DismountNtmsDrive</a>		M	
<a href="#">INtmsMediaServices1::DismountNtmsMedia</a>	U	U	
<a href="#">INtmsLibraryControl1::EjectNtmsCleaner</a>		C	
<a href="#">INtmsLibraryControl1::EjectNtmsMedia</a>		C	
<a href="#">INtmsObjectManagement1::EnableNtmsObject</a>		M	
<a href="#">INtmsSession1::ExportNtmsDatabase</a>			C
<a href="#">INtmsObjectManagement1::GetNtmsObjectAttributeA</a> <a href="#">INtmsObjectManagement1::GetNtmsObjectAttributeW</a> NTMS_CHANGER NTMS_CHANGER_TYPE NTMS_COMPUTER NTMS_DRIVE NTMS_DRIVE_TYPE NTMS_IEDOOR NTMS_IEXPORT NTMS_LIBRARY NTMS_LIBREQUEST	U U U U	U U U U U U U U	U U U U U

Method	Media Pool	Library	Computer
NTMS_LOGICAL_MEDIA NTMS_MEDIA_POOL NTMS_MEDIA_TYPE NTMS_OPREQUEST NTMS_PARTITION NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT			
<a href="#">INtmsObjectInfo1::GetNtmsObjectInformationA</a> <a href="#">INtmsObjectInfo1::GetNtmsObjectInformationW</a> NTMS_CHANGER NTMS_CHANGER_TYPE NTMS_COMPUTER NTMS_DRIVE NTMS_DRIVE_TYPE NTMS_IEDOOR NTMS_IEPORT NTMS_LIBRARY NTMS_LIBREQUEST NTMS_LOGICAL_MEDIA NTMS_MEDIA_TYPE NTMS_OPREQUEST NTMS_PARTITION NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT	U U U	U U U U U U U	U U U U U
<a href="#">INtmsObjectManagement1::GetNtmsObjectSecurity</a> NTMS_CHANGER NTMS_CHANGER_TYPE NTMS_COMPUTER NTMS_DRIVE NTMS_DRIVE_TYPE NTMS_IEDOOR NTMS_IEPORT NTMS_LIBRARY NTMS_LIBREQUEST NTMS_LOGICAL_MEDIA NTMS_MEDIA_POOL NTMS_MEDIA_TYPE NTMS_OPREQUEST NTMS_PARTITION NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT	R R R R	R R R R R R R	R R R R
<a href="#">INtmsLibraryControl1::GetNtmsRequestOrder</a>			C

Method	Media Pool	Library	Computer
<a href="#"><u>INtmsSession1::ImportNtmsDatabase</u></a>			C
<a href="#"><u>INtmsLibraryControl1::InjectNtmsCleaner</u></a>		C	
<a href="#"><u>INtmsLibraryControl1::InjectNtmsMedia</u></a>		C	
<a href="#"><u>INtmsLibraryControl1::InventoryNtmsLibrary</u></a>		C	
<a href="#"><u>INtmsMediaServices1::MountNtmsMedia</u></a>	U	U	
<a href="#"><u>INtmsMediaServices1::MoveToNtmsMediaPool</u></a>	C		
<a href="#"><u>INtmsSession1::OpenNtmsServerSessionA</u></a> <a href="#"><u>INtmsSession1::OpenNtmsServerSessionW</u></a>			U
<a href="#"><u>INtmsLibraryControl1::ReleaseNtmsCleanerSlot</u></a>		C	
<a href="#"><u>INtmsLibraryControl1::ReserveNtmsCleanerSlot</u></a>		C	
<a href="#"><u>INtmsSession1::SatisfyNtmsOperatorRequest</u></a>			C
<a href="#"><u>INtmsMediaServices1::SetNtmsMediaComplete</u></a>	C		
<a href="#"><u>INtmsObjectManagement1::SetNtmsObjectAttributeA</u></a> <a href="#"><u>INtmsObjectManagement1::SetNtmsObjectAttributeW</u></a>	M	M	M
NTMS_CHANGER	M	M	M
NTMS_CHANGER_TYPE	M	M	M
NTMS_COMPUTER	M	M	M
NTMS_DRIVE		M	M
NTMS_DRIVE_TYPE		M	
NTMS_IEDOOR		M	
NTMS_IEPORT			
NTMS_LIBRARY			
NTMS_LIBREQUEST			
NTMS_LOGICAL_MEDIA			
NTMS_MEDIA_POOL			
NTMS_MEDIA_TYPE			
NTMS_OPREQUEST			
NTMS_PARTITION			

Method	Media Pool	Library	Computer
NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT			
<a href="#">INtmsObjectInfo1::SetNtmsObjectInformationA</a> <a href="#">INtmsObjectInfo1::SetNtmsObjectInformationW</a> NTMS_CHANGER NTMS_CHANGER_TYPE NTMS_COMPUTER NTMS_DRIVE NTMS_DRIVE_TYPE NTMS_IEDOOR NTMS_IEPORT NTMS_LIBRARY NTMS_LIBREQUEST NTMS_LOGICAL_MEDIA NTMS_MEDIA_POOL NTMS_MEDIA_TYPE NTMS_OPREQUEST NTMS_PARTITION NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT	M M M M	M M M M C M M	M M M M M
<a href="#">INtmsObjectManagement1::SetNtmsObjectSecurity</a> NTMS_CHANGER NTMS_CHANGER_TYPE NTMS_COMPUTER NTMS_DRIVE NTMS_DRIVE_TYPE NTMS_IEDOOR NTMS_IEPORT NTMS_LIBRARY NTMS_LIBREQUEST NTMS_LOGICAL_MEDIA NTMS_MEDIA_POOL NTMS_MEDIA_TYPE NTMS_OPREQUEST NTMS_PARTITION NTMS_PHYSICAL_MEDIA NTMS_STORAGESLOT	W W W W	W W W W W W W	W W W W W
<a href="#">INtmsLibraryControl1::SetNtmsRequestOrder</a>			C
<a href="#">INtmsSession1::SubmitNtmsOperatorRequestA</a> <a href="#">INtmsSession1::SubmitNtmsOperatorRequestW</a> NTMS_OPREQ_CLEANER	C C	C C	U

Method	Media Pool	Library	Computer
NTMS_OPREQ_DEVICE_SERVICE NTMS_OPREQ_MESSAGE NTMS_OPREQ_MOVE_MEDIA NTMS_OPREQ_NEW_MEDIA			
<a href="#">INtmsMediaServices1::SwapNtmsMedia</a>	M		

In Windows XP and Windows Server 2003, the following table identifies the RSM methods and their security requirements.

Method	Media Pool	Library	Computer
<a href="#">INtmsLibraryControl1::AccessNtmsLibraryDoor</a>		C	
<a href="#">INtmsMediaServices1::AddNtmsMediaType</a>		C	
<a href="#">INtmsMediaServices1::AllocateNtmsMedia</a>	M		
<a href="#">INtmsLibraryControl1::CancelNtmsLibraryRequest</a>		C	
<a href="#">INtmsSession1::CancelNtmsOperatorRequest</a>			C
<a href="#">INtmsMediaServices1::ChangeNtmsMediaType</a>	M		
<a href="#">INtmsLibraryControl1::CleanNtmsDrive</a>		C	
<a href="#">INtmsObjectInfo1::CreateNtmsMediaA</a> <a href="#">INtmsObjectInfo1::CreateNtmsMediaA</a>	C	M	
<a href="#">INtmsMediaServices1::CreateNtmsMediaPoolA</a> <a href="#">INtmsMediaServices1::CreateNtmsMediaPoolW</a>	M		
<a href="#">INtmsMediaServices1::DeallocateNtmsMedia</a>	M		
<a href="#">INtmsMediaServices1::DecommissionNtmsMedia</a>	M		
<a href="#">INtmsLibraryControl1::DeleteNtmsDrive</a>		M	
<a href="#">INtmsLibraryControl1::DeleteNtmsLibrary</a>		M	

Method	Media Pool	Library	Computer
<a href="#">INtmsMediaServices1::DeleteNtmsMedia</a>	M		
<a href="#">INtmsMediaServices1::DeleteNtmsMediaPool</a>	C		
<a href="#">INtmsMediaServices1::DeleteNtmsMediaType</a>		C	
<a href="#">INtmsLibraryControl1::DeleteNtmsRequests</a>			C
<a href="#">INtmsObjectManagement1::DisableNtmsObject</a>		C	
<a href="#">INtmsLibraryControl1::DismountNtmsDrive</a>		C	
<a href="#">INtmsMediaServices1::DismountNtmsMedia</a>	U	U	
<a href="#">INtmsLibraryControl1::EjectNtmsCleaner</a>		C	
<a href="#">INtmsLibraryControl1::EjectNtmsMedia</a>		C	
<a href="#">INtmsObjectManagement1::EnableNtmsObject</a>		C	
<a href="#">INtmsSession1::ExportNtmsDatabase</a>			C
<a href="#">INtmsObjectManagement1::GetNtmsObjectAttributeA</a>	C	C	M
<a href="#">INtmsObjectManagement1::GetNtmsObjectAttributeW</a>	C	C	M
NTMS_CHANGER	C	C	M
NTMS_CHANGER_TYPE		C	M
NTMS_COMPUTER		C	M
NTMS_DRIVE		M	
NTMS_DRIVE_TYPE		C	
NTMS_IEDOOR			
NTMS_IEPORT			
NTMS_LIBRARY			
NTMS_LIBREQUEST			
NTMS_LOGICAL_MEDIA			
NTMS_MEDIA_TYPE			
NTMS_OPREQUEST			
NTMS_PARTITION			
NTMS_PHYSICAL_MEDIA			

Method	Media Pool	Library	Computer
NTMS_STORAGESLOT			
<a href="#">INtmsObjectInfo1::GetNtmsObjectInformationA</a> <a href="#">INtmsObjectInfo1::GetNtmsObjectInformationW</a> NTMS_COMPUTER NTMS_LIBRARY		U	U
<a href="#">INtmsLibraryControl2::IdentifyNtmsSlot</a>		C	
<a href="#">INtmsSession1::ImportNtmsDatabase</a>			C
<a href="#">INtmsLibraryControl1::InjectNtmsCleaner</a>		C	
<a href="#">INtmsLibraryControl1::InjectNtmsMedia</a>		C	
<a href="#">INtmsLibraryControl1::InventoryNtmsLibrary</a>		C	
<a href="#">INtmsMediaServices1::MountNtmsMedia</a>	U	U	
<a href="#">INtmsMediaServices1::MoveToNtmsMediaPool</a>	M		
<a href="#">INtmsSession1::OpenNtmsServerSessionA</a> <a href="#">INtmsSession1::OpenNtmsServerSessionW</a>			U
<a href="#">INtmsLibraryControl1::ReleaseNtmsCleanerSlot</a>		C	
<a href="#">INtmsLibraryControl1::ReserveNtmsCleanerSlot</a>		C	
<a href="#">INtmsSession1::SatisfyNtmsOperatorRequest</a>			C
<a href="#">INtmsMediaServices1::SetNtmsMediaComplete</a>	M		
<a href="#">INtmsObjectManagement1::SetNtmsObjectAttributeA</a> <a href="#">INtmsObjectManagement1::SetNtmsObjectAttributeW</a> NTMS_LOGICAL_MEDIA NTMS_MEDIA_POOL NTMS_PARTITION NTMS_STORAGESLOT	C C C	C	
<a href="#">INtmsObjectManagement1::SetNtmsObjectSecurity</a> NTMS_CHANGER	W W	W W	W W



Method	Media Pool	Library	Computer
NTMS_CHANGER_TYPE	W	W	W
NTMS_COMPUTER	W	W	W
NTMS_DRIVE		W	W
NTMS_DRIVE_TYPE		W	
NTMS_IEDOOR		W	
NTMS_IEPORT			
NTMS_LIBRARY			
NTMS_LIBREQUEST			
NTMS_LOGICAL_MEDIA			
NTMS_MEDIA_POOL			
NTMS_MEDIA_TYPE			
NTMS_OPREQUEST			
NTMS_PARTITION			
NTMS_PHYSICAL_MEDIA			
NTMS_STORAGESLOT			
<a href="#">INtmsObjectManagement2::SetNtmsUIOptionsA</a> <a href="#">INtmsObjectManagement2::SetNtmsUIOptionsW</a> NTMS_COMPUTER NTMS_LIBRARY		U&M	U&M
<a href="#">INtmsMediaServices1::SwapNtmsMedia</a>	M		

<21> [Section 3.2.5.2.1:](#) Opnums reserved for local use apply to Windows as follows.

Opnum	Description
9	Only used locally by Windows, never remotely.

<22> [Section 3.2.5.2.1.15:](#) The RSM Remote Protocol servers currently sort NTMS\_LM\_MOUNT requests in the request queue by order number. The order number set by the [SetNtmsRequestOrder](#) method is specific to the type of request, because the types are processed in a predetermined order. For example, a NTMS\_LM\_DISMOUNT request is processed prior to a NTMS\_LM\_MOUNT request. Within a specific class of requests the queue can be ordered, however, with the lower-ordered requests processed first. To immediately process a request, a client can set the order number to 1. To defer processing, a client MUST set the order number to a large number or 0xFFFFFFFF. The order number of a request which currently has an order number of 0 cannot be changed.

<23> [Section 3.2.5.2.1.17:](#) RSM Remote Protocol servers on Windows 2000 support this functionality. Windows RSM Remote Protocol servers on Windows XP, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 do not currently support this functionality.

<24> [Section 3.2.5.2.1.18:](#) RSM Remote Protocol servers on Windows 2000 support this functionality. RSM Remote Protocol servers on Windows XP, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 do not currently support this functionality.

[<25> Section 3.2.5.2.1.19:](#) RSM Remote Protocol servers on Windows 2000 support this functionality. RSM Remote Protocol servers on Windows XP, Windows Server 2003, Windows Server 2003 R2, and Windows Vista and Windows Server 2008 do not currently support this functionality.

[<26> Section 3.2.5.2.2:](#) Opnums reserved for local use apply to Windows as follows.

Opnum	Description
5	Deprecated and not defined. It is never used.

[<27> Section 3.2.5.2.2.3:](#) In Windows Server 2003, if media are being allocated from the free pool, NTMS\_USE\_ACCESS to the free pool and NTMS\_CONTROL\_ACCESS to the destination pool are required. If the free pool is not the source media pool, NTMS\_CONTROL\_ACCESS is required on both source and destination pools.

[<28> Section 3.2.5.2.2.4:](#) In Windows Server 2003, if media are being returned to the free pool, NTMS\_USE\_ACCESS to the free pool and NTMS\_CONTROL\_ACCESS to the source pool is required. If the free pool is not the destination media pool, NTMS\_CONTROL\_ACCESS is required on both source and destination pools.

[<29> Section 3.2.5.2.2.13:](#) In Windows Server 2003, if the free pool is the source pool, NTMS\_USE\_ACCESS to the free pool and NTMS\_CONTROL\_ACCESS to the destination pool are required. Otherwise, NTMS\_CONTROL\_ACCESS is required on both the source and the destination pool. If the free pool is the destination pool, NTMS\_CONTROL\_ACCESS to the source pool and NTMS\_USER\_ACCESS to the free pool are required. Otherwise, NTMS\_CONTROL\_ACCESS is required on both source and destination pools.

[<30> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<31> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the computer.

[<32> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the computer.

[<33> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<34> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the computer.

[<35> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<36> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<37> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_CONTROL\_ACCESS to the library.

[<38> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<39> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the media pool.

[<40> Section 3.2.5.2.3.3:](#) Windows XP, Windows 2000, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the media pool.

[<41> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the computer.

[<42> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the computer.

[<43> Section 3.2.5.2.3.3:](#) Windows XP, Windows 2000, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_CONTROL\_ACCESS to the media pool of the side.

[<44> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the media pool.

[<45> Section 3.2.5.2.3.3:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_MODIFY\_ACCESS to the library.

[<46> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<47> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<48> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<49> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<50> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<51> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<52> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<53> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<54> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<55> Section 3.2.5.2.3.4:](#) Windows XP, Windows 2000, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_CONTROL\_ACCESS to the media pool.

[<56> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<57> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<58> Section 3.2.5.2.3.4:](#) Windows XP, Windows 2000, Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require NTMS\_CONTROL\_ACCESS to the media pool of the side.

[<59> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<60> Section 3.2.5.2.3.4:](#) In Windows XP and Windows 2000, no access rights are required.

Windows Server 2003, Windows Server 2003 R2, Windows Vista, and Windows Server 2008 require access rights.

[<61> Section 3.2.5.2.3.5:](#) Windows maintains a database of all the media that are currently under RSM control and available to RSM. It checks this database for duplication.

[<62> Section 3.2.5.2.3.5:](#) Windows applications do not use this member.

[<63> Section 3.2.5.2.3.6:](#) Windows maintains a database of all the media that are currently under RSM control and available to RSM. It checks this database for duplication.

[<64> Section 3.2.5.2.5:](#) Opnums reserved for local use apply to Windows as follows.

Opnum	Description
13	Returns ERROR_NOT_IMPLEMENTED. It is never used.

[<65> Section 3.2.5.2.5.1:](#) If the *IpApplication* parameter has been set to NULL by the client, the server uses "RSM" as the default *IpApplication* value.

[<66> Section 3.2.5.2.5.9:](#) The Windows RSM Remote Protocol server saves the exported database by creating an export directory under the database directory. By default, the database directory is %SystemRoot%\System32\NtmsData and can be set by the user by using a registry key **HKLM\System\CurrentControlSet\Control\NTMS\NtmsData**.

[<67> Section 3.2.5.2.5.10:](#) The Windows RSM Remote Protocol server saves the exported database by creating an Export directory under the database directory. By default, the database directory is %SystemRoot%\System32\NtmsData and can be set by the user by using a registry key **HKLM\System\CurrentControlSet\Control\NTMS\NtmsData**.

[<68> Section 3.2.5.2.6:](#) This interface is not supported on Windows 2000. It is available on Windows XP and Windows Server 2003.

This interface is implemented by the server to support management of media libraries.

**INtmsLibraryControl2** inherits all objects and methods from the **INtmsLibraryControl1** interface (opnums 0–22).

[<69> Section 3.2.5.2.7:](#) This interface is not supported on Windows 2000. It is available on Windows XP and Windows Server 2003.

[<70> Section 3.2.5.2.8:](#) This interface is not supported on Windows 2000. It is available on Windows XP and Windows Server 2003.

[<71> Section 3.2.5.2.9:](#) This interface is not supported on Windows 2000. It is available on Windows XP and Windows Server 2003.

[<72> Section 3.2.5.2.10:](#) This interface is not supported on Windows 2000. It is available on Windows XP and Windows Server 2003.

[<73> Section 3.2.7:](#) Windows RSM Remote Protocol servers MUST register with the operating system to receive notifications of changes to the storage devices.

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