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About This Book

The vSphere Web Services SDK Programming Guide explains client application development using the VMware vSphere Web Services SDK 5.0.

VMware provides different APIs and SDKs for different applications and goals. The vSphere Web Services SDK targets developers who create client applications for managing VMware vSphere components available on VMware ESX/ESXi and VMware vCenter Server systems.

To view the current version of this book as well as all VMware API and SDK documentation, go to http://www.vmware.com/support/pubs/sdk_pubs.html.

Revision History

This guide is revised with each release of the product or when necessary. A revised version can contain minor or major changes. Table 1 summarizes the significant changes in each version of this guide.

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Intended Audience

This book is intended for anyone who needs to develop applications using the vSphere Web Services SDK. Developers typically create client applications using Java or C# (in the Microsoft .NET environment) targeting VMware vSphere. An understanding of Web Services technology and some programming background in one of the stub languages (C# or Java) is required.

VMware Technical Publications Glossary

VMware Technical Publications provides a glossary of terms that might be unfamiliar to you. For definitions of terms as they are used in VMware technical documentation, go to http://www.vmware.com/support/pubs.

Document Feedback

VMware welcomes your suggestions for improving our documentation. Send your feedback to docfeedback@vmware.com.
Technical Support and Education Resources

The following sections describe the technical support resources available to you. To access the current versions of other VMware books, go to http://www.vmware.com/support/pubs.

Online and Telephone Support

To use online support to submit technical support requests, view your product and contract information, and register your products, go to http://www.vmware.com/support.

Support Offerings

To find out how VMware support offerings can help meet your business needs, go to http://www.vmware.com/support/services.

VMware Professional Services

VMware Education Services courses offer extensive hands-on labs, case study examples, and course materials designed to be used as on-the-job reference tools. Courses are available onsite, in the classroom, and live online. For onsite pilot programs and implementation best practices, VMware Consulting Services provides offerings to help you assess, plan, build, and manage your virtual environment. To access information about education classes, certification programs, and consulting services, go to http://www.vmware.com/services.
VMware vSphere supports robust, fault-tolerant virtualized applications, networking, and storage. vSphere offers many optional components and modules such as VMware High Availability and VMware vMotion. The VMware vSphere Web Services SDK gives Web services developers programmatic access to vSphere components.

The chapter includes the following topics:

- “Virtualization and VMware vSphere Components” on page 13
- “vSphere Development Tools” on page 14
- “SDK Developer Setup” on page 15
- “SDK Samples” on page 15
- “UML Diagrams Used in This Guide” on page 15

Virtualization and VMware vSphere Components

VMware software products virtualize computing resources, including CPU, memory, storage, and networks. Virtualization provides an abstraction layer between computing resources, physical storage, and networking hardware, and the applications that use the resources.

VMware vSphere includes ESX/ESXi, vCenter Server, and several additional server products. The base products support running and managing virtual machines. With additional licenses, you can take advantage of the vSphere distributed resource management (DRS), disaster recovery, and high availability (HA) features.

- The ESX/ESXi hypervisor is capable of supporting multiple virtual machines and other virtual components, such as storage and networks.
- vCenter Server is a database-backed Windows service that provides central management for multiple ESX/ESXi systems.
- vSphere Client is a GUI to manage vSphere. vSphere Client runs on Windows systems and uses the same interface as the vSphere Web Services SDK to communicate with vSphere servers. You can perform any task the vSphere Client supports using the Web Services SDK. In fact, the SDK supports some tasks you cannot perform with the vSphere Client.

For more information about ESX/ESXi and vCenter Server, see the VMware vSphere documentation page on the VMware Web site. If you are new to VMware vSphere or new to the vSphere Web Services SDK, see one of these vSphere administrator documents for background information about vSphere:

- Introduction to VMware vSphere
- Virtual Machine Management Guide
- Server Management Guide
- ESX Configuration Guide and ESXi Configuration Guide
- vSphere Resource Management Guide
vSphere Development Tools

VMware supports SDKs and scripting tools for managing vSphere.

vSphere Web Services SDK

The vSphere Web Services SDK is the most comprehensive of the available management APIs. The SDK works against both ESX/ESXi and vCenter Server systems. As a Web Services SDK, the SDK is language neutral. The SDK includes stubs and examples for Java and C# and a comprehensive documentation set including an API Reference generated from the source.

CIM APIs

The VMware CIM APIs provide a CIM (Common Information Model) interface for developers building management applications. With the VMware CIM APIs, developers can use standards-based CIM-compliant applications to manage ESX/ESXi hosts.

The CIM APIs include:

- CIM SMASH/Server Management API – profiles compatible with the DMTF System Management Architecture for Server Hardware (SMASH) initiative. SMASH profiles allow CIM clients to monitor system health of a managed server.
- CIM Storage Management API – profiles compatible with the Storage Management Initiative Specification (SMI-S) of the Storage Network Industry Association. SMI-S profiles allow CIM clients to explore the virtual machines on an ESX/ESXi host, and associated storage resources.

vSphere SDK for Perl

The vSphere SDK for Perl is an easy-to-use Perl scripting interface to the vSphere API. Administrators and developers can work with vSphere API objects using vSphere SDK for Perl subroutines. Administrators can use the utility applications included with vSphere SDK for Perl.

The vSphere SDK for Perl also includes the Web Services for Management component for writing scripts that retrieve CIM data from the ESX/ESXi host using CIMOM, a service that provides standard CIM management functions. The vSphere SDK for Perl also includes subroutines for managing the VMware Credential Store and an example application that illustrates credential store use.

vSphere SDK for Perl is bundled with the vSphere Command-Line Interface (vSphere CLI). The vSphere CLI command set allows you to run common system administration commands against ESX/ESXi systems from an administration server of your choice.

vSphere PowerCLI

VMware vSphere PowerCLI provides a Windows PowerShell interface to the vSphere API. vSphere PowerCLI includes PowerShell Cmdlets for administering vSphere components. In addition, the vSphere PowerCLI package includes the vSphere SDK for .NET for developers who want to create their own applications.

VIX API

The VIX API is a library for writing scripts and programs to manipulate virtual machines. It is high-level, easy to use, and practical for both script developers and application programmers. This API is well suited for dedicated IT personnel in an organization building their own in-house tools. It might also be used by software vendors using VIX to integrate VMware products with their own products or to build management products for virtual machines.

Figure 1-1 gives an overview of the different vSphere APIs and CLIs and illustrates how they fit into the virtual infrastructure.
SDK Developer Setup

Before you can start developing applications with the vSphere Web Services SDK, you must download the software and set up your system. The Developers Setup Guide has complete instructions for Java and C# development and discusses a simplified secure setup for development environments.

SDK Samples

The SDK includes a set of samples that illustrate much of the SDK features. Two sample sets are available:

- Java samples use the generated Java stubs that are shipped with the SDK.
- C# samples use the generated C# stubs that are shipped with the SDK.

Both sample sets include a set of utility applications that are used by the sample code.

The code fragments in this guide are in part based on the Java sample applications, but present code that does not require utility applications to run.

See Appendix E, “Sample Program Overview,” on page 229 for lists of samples for the two languages and a brief explanation of what each sample does.

UML Diagrams Used in This Guide

This guide uses UML (unified modeling language) diagrams to illustrate the API objects and their relationships. The guide includes class diagrams and instance diagrams. Figure 1-2 shows the UML notation used for managed objects and data objects. The diagrams use a tilde (¬) if an object has no properties or methods. Ellipses (...) means some properties or methods are omitted.

Figure 1-2. Legend for UML Class Diagrams

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<td>property name : datatype</td>
<td>property name : datatype</td>
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<tr>
<td></td>
<td>...</td>
</tr>
<tr>
<td>method name ( parameter1, parameter2, ... ) : return type</td>
<td>¬</td>
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The vSphere API is implemented as a language-neutral Web service. The API is based on a remote procedure call mechanism that client applications use to access services and components on ESX, ESXi, and vCenter Server systems.

This chapter includes the following topics:
- “vSphere Client-Server Architecture” on page 17
- “vSphere API as a Web Service” on page 18
- “Access to Managed Objects” on page 21
- “Access to vSphere Server Data” on page 21

vSphere Client-Server Architecture

VMware vSphere client applications participate in a distributed architecture that uses an asynchronous communications model. This architecture is based on server-side managed objects, client-side managed object references, and data objects.

- Managed objects exist on a vSphere server (ESX/ESXi or vCenter Server system). They represent vSphere services and components. Services include PropertyCollector, SearchIndex, PerformanceManager, and ViewManager. Components include inventory objects such as VirtualMachine, Datastore, and Folder.

- Managed object references are client application references to server-side managed objects. Your client application uses ManagedObjectReference objects when it invokes operations on a server. A ManagedObjectReference is guaranteed to be unique and persistent during an object’s lifetime. The reference persists after an object has moved within the inventory, across sessions, and across server restarts. If you remove an object, for example, a virtual machine, from the inventory, and then put it back, the reference changes.

- Data objects contain information about managed objects. Your client application sends data objects to and receives data objects from a vSphere server. Examples are the different specification and capability objects such as VirtualMachineConfigSpec and HostCapability.

Figure 2-1 shows a vSphere server and client application. The client has a managed object reference to a virtual machine on the server, and a copy of the GuestInfo data object for the virtual machine. A client must maintain its copy of a data object because, depending on the type of client request, a vSphere server might send property data for a data object as a set of name-value pairs associated with a managed object reference. See the description of the ObjectContent data object in the vSphere API Reference.
The VMware vSphere application model uses an asynchronous client-server communication model in most cases. Methods are nonblocking and return a reference to a Task managed object. See Chapter 14, “Tasks and Scheduled Tasks,” on page 151.

vSphere API as a Web Service

The vSphere API is a language-neutral Web service that runs on ESX/ESXi and vCenter Server systems. The vSphere API complies with the Web Services Interoperability Organization (WS-I) Basic Profile 1.0. The WS-I Basic Profile 1.0 includes support for:

- XML Schema 1.0
- SOAP 1.1
- WSDL 1.1


Web services technology supports operations, which are the same as methods in other programming languages. The vSphere API Web service provides access to all operations necessary for monitoring and managing vSphere components, such as compute resources, virtual machines, networks, storage, and so on.

WSDL Files and the Client-Side Proxy Interface

The vSphere Web Services SDK provides a set of WSDL (Web Services Description Language) files that define the vSphere Web Services API. Web-services development tools such as JAX-WS wsimport, or Microsoft .NET wsdl.exe use these WSDL files to generate client-side proxy code (stubs).

The client proxy provides a language-specific vSphere API, for example, using Java or C#. The proxy facilitates remote method invocation, organization of object data, and other aspects of distributed, object-oriented, applications programming. Your client application calls proxy interface methods. The client proxy uses SOAP (Simple Object Access Protocol) to exchange WSDL messages with a vSphere server.

Figure 2-2 is a representation of a client application that uses the client proxy interface to call a method. The client proxy interface is based on the WSDL definitions.
To use the VMware client proxy interface, you must import the vSphere API client libraries into your client application using the following Java and C# statements.

```java
C# using VimApi;
Java import com.vmware.vim25.*;
```

**IMPORTANT** The vSphere Web Services SDK includes Java client-side proxy code that was generated using the JAX-WS toolkit. If the versions of Java and JAX-WS on your development platform are the same as those used to generate the proxy interface shipped in the SDK, you do not have to generate client-side proxy code from the WSDL. See the Developer’s Setup Guide for information about configuring a development environment for the vSphere Web Services SDK.

### Network Access to the vSphere Web Service

Your client application can use the vSphere API to communicate with vSphere servers over HTTPS (HTTP over an encrypted Secure Sockets Layer connection) at port 443. HTTPS is the default protocol. You can configure the server to support HTTP. Use HTTP access only for test or development environments, not for production. See the Developer’s Setup Guide for details.

### Language-Specific Classes and Methods

The SOAP tools generate language-specific classes and methods that match the WSDL definitions. The tools also produce objects and methods that are not in the WSDL files.

- **Generated objects**. The additional objects provide access to the vSphere Web Service to establish the client-server connection (VimServiceLocator, AppUtil) and declare the methods defined for the vSphere API (VimPortType, VimService).

- **Generated methods**. The additional methods are accessor (getter) and mutator (setter) methods for properties. For Java, the method names are constructed by adding `get` and `set` prefixes to a property name, and changing the first character of the property name to upper case.
Table 2-1 identifies client proxy definitions for the vSphere Web Services SDK WSDL.

### Table 2-1. Client Proxy Definitions

<table>
<thead>
<tr>
<th>Element Access</th>
<th>Java</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access to vSphere Web service (HTTPS/HTTP)</td>
<td>VimServiceLocator class</td>
<td>AppUtil class</td>
</tr>
<tr>
<td>Access to vSphere API methods</td>
<td>VimPortType class</td>
<td>VimService class</td>
</tr>
<tr>
<td>Access to vSphere API properties</td>
<td>getPropertyName and setPropertyName methods defined for data objects</td>
<td>get and set methods defined for properties</td>
</tr>
<tr>
<td>vSphere API data objects</td>
<td>Data objects in the vSphere API (see the vSphere API Reference) defined as objects in the proxy interface</td>
<td></td>
</tr>
</tbody>
</table>

The following code fragments show getter and setter method declarations for the AfterStartupTaskScheduler.minute property.

**Java**

```java
public int getMinute() {
    return minute;
}
public void setMinute(int minute) {
    this.minute = minute;
}
```

**C#**

```csharp
public int minute {
    set; get; }
```

You can extrapolate the getter and setter methods that are available in the client proxy interface from the vSphere API Reference. For example, the ScsiLun data object has a displayName property. For the Java API, you can use a setDisplayName method to assign a string value to the property, and obtain the string value by using the getDisplayName method. The vSphere Web Services SDK includes Java and C# sample code that illustrates using the proxy interfaces. See Chapter 3, “Client Applications,” on page 27.

### Mapping XML Data Types to Java and C# Data Types

In this guide, the UML class and object diagrams use the primitive data type names such as string and integer, without the XML Schema definition namespace prefix (xsd:). The vSphere API Reference contains the complete data type name, such as xsd:string. The data types map to the primitive data types of the programming language used for the client application.

Table 2-2 lists some of the more common XML primitive data type mappings.

### Table 2-2. Standard XML Schema Primitives to Java and .NET Data Type Mappings

<table>
<thead>
<tr>
<th>XML Schema</th>
<th>Java</th>
<th>.NET Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>xsd:base64binary</td>
<td>byte[]</td>
<td>Byte[]</td>
</tr>
<tr>
<td>xsd:boolean</td>
<td>boolean</td>
<td>Boolean</td>
</tr>
<tr>
<td>xsd:byte</td>
<td>byte</td>
<td>SByte</td>
</tr>
<tr>
<td>xsd:dateTime</td>
<td>java.util.Calendar</td>
<td>DateTime</td>
</tr>
<tr>
<td>xsd:decimal</td>
<td>java.math.BigDecimal</td>
<td>Decimal</td>
</tr>
<tr>
<td>xsd:double</td>
<td>double</td>
<td>Double</td>
</tr>
<tr>
<td>xsd:float</td>
<td>float</td>
<td>Single</td>
</tr>
<tr>
<td>xsd:int</td>
<td>int</td>
<td>Int32</td>
</tr>
<tr>
<td>xsd:string</td>
<td>java.lang.String</td>
<td>String</td>
</tr>
</tbody>
</table>
Access to Managed Objects

Your client application obtains access to managed objects through the ServiceInstance managed object and its associated ServiceContent data object. The ServiceContent data object contains managed object references to services and manager entities, and to the root folder of the inventory.

The ServiceInstance managed object is the root object of the inventory on both ESX/ESXi and vCenter Server systems. The server creates the ServiceInstance, and creates the manager entities that provide services in the virtual environment. Examples of manager entities are LicenseManager, PerformanceManager, and ViewManager.

The ServiceInstance is the primary point of access to the server inventory. Your client application starts by connecting to a server and creating a reference to the ServiceInstance. After you have connected to the server, you can call the ServiceInstance.RetrieveServiceContent method to a ServiceContent data object. ServiceContent provides access to the vSphere managed object services. See “Overview of a Java Sample Application” on page 27 for an example of connecting to a server and using the ServiceInstance reference to retrieve the ServiceContent object.

Figure 2-3 shows the object model for the ServiceInstance and ServiceContent objects. The figure shows some of the ServiceContent managed object references and the target objects of the references. Each managed object reference identifies a specific managed object on the server with its type and a value. (The value property is an opaque string.)

Figure 2-3.ManagedObjectReference Data Object

Access to vSphere Server Data

To obtain information about the virtual infrastructure, you retrieve managed object properties. Managed object properties can be simple data types, such as integer or string data, or they can be complex types such as data objects that contain sets of properties.
Obtaining Information from a Server

With a reference to a managed object, you can obtain information about the state of the server-side inventory objects and populate client-side data objects based on the values. You can use one of the following approaches:

- Use an accessor (getter) method. The client proxy interface provides accessor methods for each data object property. You can use these accessor methods to obtain the values of the object. See “Language-Specific Classes and Methods” on page 19 for information about client proxy interface accessor methods.
- Use a PropertyCollector to navigate to a selected point on the server and obtain values from specific properties. See Chapter 5 for more information about PropertyCollector.
- Use the SearchIndex managed object to obtain a managed object reference to the managed entity of interest. The SearchIndex can return managed object references to specific managed entities—ComputeResource, Datacenter, Folder, HostSystem, ResourcePool, VirtualMachine—given an inventory path, IP address, or DNS name.

IMPORTANT You can use API methods to operate on managed objects in the vSphere inventory. A method that updates properties in one managed object may also update properties in other managed objects. The Server performs asynchronous updates to the inventory. There is no guarantee that the inventory will be completely updated when the method returns to the caller. Use the PropertyCollector method WaitForUpdatesEx to obtain property changes.

Working with Data Structures

Properties contain information about the server-side objects at a given point in time. The value of a property can be one of the following types:

- Simple data types, such as a string, boolean, or integer (or other numeric) audiotape. For example, the ManagedEntity managed object has a name property that takes a string value.
- Arrays of simple data types or data objects. For example, a HostSystem managed object contains an array of managed object references (a type of data object) to virtual machines hosted by that physical machine. As another example, the SessionManager managed object has a sessionList property that is an array of UserSession data objects.
- Enumerated types (enumeration, enum) of predefined values. The values can be a collection of simple data types or data objects. For example, a virtual machine’s power state can be one of three possible string values—poweredOn, poweredOff, or suspended.
  
  The type of a property is often a string, but the property actually expects one of the values an enumeration encapsulates. For example, when you set VirtualMachineConfigSpec.guestId you can specify one of the elements of the VirtualMachineGuestOSIdentifier as a string.
- Complex (or composite) data types. For example, the HostProfileConfigInfo object contains data objects, an array of data objects, and an array of strings.

Accessing Property Values

To use the composite data structures and arrays that contain Server data:

- Use dot notation to access nested properties in composite data structures.
- Cast unconstrained property values (xsd:anyType) to array types.
- Use keys or index values as appropriate to access array values.

Nested Properties and Property Paths in Composite Data Structures

vSphere Data objects can include properties that are defined as composite data types, such as data objects. The embedded data objects can also contain properties that are data objects. Properties can nest to several levels.
For example, the following figure shows a UML class diagram of the VirtualMachine managed object, which has a runtime property that is defined as an xsd:dateTime data type. VirtualMachine also has a summary property that is a VirtualMachineSummary data object. The VirtualMachineSummary data object contains a config property that is a VirtualMachineConfigSummary data object.

**Figure 2-4. VirtualMachine Managed Object and Nested Properties**

To refer to a nested property, use dot notation to separate the object names in the sequence that defines the path to the property. Your code must handle the type referenced at the end of the sequence.

For example, you can compare the property referenced by the path summary.config.guestId (a string value) to the property referenced in the path summary.config (the complete VirtualMachineSummary data object).

**Table 2-3** shows examples of property references and the corresponding data types for some of the properties of the VirtualMachine managed object shown in **Figure 2-4**.

**Table 2-3. Nested Properties and Data Types**

<table>
<thead>
<tr>
<th>Reference</th>
<th>Data Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>summary</td>
<td>VirtualMachineSummary data object</td>
</tr>
<tr>
<td>summary.config</td>
<td>VirtualMachineConfigSummary data object</td>
</tr>
<tr>
<td>summary.config.guestID</td>
<td>string</td>
</tr>
</tbody>
</table>

**xsd:anyType Arrays**

The vSphere API uses xsd:anyType unconstrained type declarations. A vSphere client must map values of xsd:anyType to explicit data types. An xsd:anyType value can represent a single data value or it can represent an array. The WSDL for the vSphere API defines array types for all of the data values that a vSphere client can send or receive as arrays. The array types use the prefix "ArrayOf". An example of an array type is ArrayOfString for string values.

When a client sends data to a vSphere Server, the client must use explicit datatypes. For example, a client can define a MethodAction for a ScheduledTask. The vSphere API defines arguments to the action (the MethodActionArgument.value property) as type xsd:anyType. If the action takes an array argument, the client must set the corresponding MethodAction.argument[].value to the appropriate ArrayOf... type.

When a client receives xsd:anyType data from a vSphere Server, it must cast the data to an explicit type. For example, the PropertyCollector method RetrievePropertiesEx returns a set of ObjectContent data objects. The ObjectContent.propSet property is a list of DynamicProperty objects that contains the requested property values. Each DynamicProperty object contains a name-value pair. The value property (DynamicProperty.val) is of type xsd:anyType. It can represent a single object or an array of objects.

When the returned value is a single object such as an Event, ManagedObjectReference, or String, you can cast it directly to a variable of the appropriate type. However, when the value is an array of objects you cannot cast the anyType value directly to an array variable.
When the PropertyCollector returns array data, it sends it as an xsd:anyType value. The language-specific bindings contain definitions for array objects such as:ArrayOfEvent, ArrayOfManagedObjectReference, and ArrayOfString, and corresponding "get" methods. To extract the actual array from a property of type xsd:anyType, cast DynamicProperty.val to the appropriate array type and use the matching get method – for example, getEvent(), getManagedObjectReference(), or getString(). The following sections provide examples of how to cast returned values for a few of the array types. The code uses the JAX-WS-generated Java bindings for the VMware vSphere Web Services SDK WSDL. Each of the code fragments uses this logic:

- Use the DynamicProperty.getVal() method to retrieve the anyType property value.
- Specify the appropriate array type to cast the anyType value.
- Use the corresponding get method to assign the result of the cast operation to a list variable.

**Event Array Example**

```java
/*
 * Handling arrays of Event objects.
 * Cast the return value to ArrayOfEvent and use getEvent().
 */
List[] eventList = ((ArrayOfEvent) dynamicProp.getVal()).getEvent();
```

**ManagedObjectReference Array Example**

```java
/*
 * Handling arrays of ManagedObjectReference objects.
 * Cast the return value to ArrayOfManagedObjectReference and use getManagedObjectReference().
 */
List[] morList =
 ((ArrayOfManagedObjectReference)dynamicProp.getVal()).getManagedObjectReference();
```

**String Array Example**

```java
/*
 * Handling arrays of strings.
 * Cast the return value to ArrayOfString and use getString().
 */
List[] stringList = ((ArrayOfString) dynamicProp.getVal()).getString();
```

**Indexed Array and Key-Based Array Properties**

The VMware vSphere data structures include array properties, which can be indexed arrays or key-based arrays.

- **Indexed arrays** are accessed by using an index integer. Indexed arrays are used for arrays of data types whose positions in the array do not change. For example, the roleList property of the AuthorizationManager managed object is an array of authorization roles. Adding a new role to the array does not change the position of existing elements in the array.

- **Key-based arrays** are used for information whose position is subject to change. A key-based array (same basic concept as a Perl hash or a Python dictionary) uses a unique, unchanging value as a key to access an element’s value. Typically, the key is a string, but integers can also be used. For example, Event arrays use integers as keys. Nested properties can also refer to entries in a key-based array. For example, a.b.c["xyz"] refers to the property c that has the key value of xyz.

The vSphere management object model uses key-based arrays to track managed object references. The contents of a key-based array property are accessed by the value of either the key property or, in the case of a managed object reference, its value property. The value of these fields is unique across all the components of an array.
Unset Optional Properties

Many of the Data Objects in the vSphere Web Services SDK have optional properties that may be set by your client application or by a Server process or event. If you retrieve a data object that has a optional property that is unset, the Server will not return a value for the optional property. If you call an accessor function to retrieve the property value, the value returned by the function depends on the programming language that you are using.

For example, if you are programming in Java or C#, the value you will receive for an unset property is “null”.

Figure 2-5 shows part of the Properties table for the HostFirewallInfo Data Object in the vSphere Web Services SDK API Reference. When you look at properties in the vSphere Web Services SDK API Reference, you can see that optional properties are marked with a red asterisk.

In this example, that the defaultPolicy property is always returned, but the ruleset property will be returned as a null value if it has not been set.

Figure 2-5. Data Object - HostFirewallInfo Properties

<table>
<thead>
<tr>
<th>NAME</th>
<th>TYPE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>defaultPolicy</td>
<td>HostFirewallDefaultPolicy</td>
<td>Default firewall policy</td>
</tr>
<tr>
<td>ruleset</td>
<td>HostFirewallRuleset[]</td>
<td>List of configurations</td>
</tr>
</tbody>
</table>

Properties inherited from DynamicData

| dynamicProperty, dynamicType |

* Need not be set

Since Data Objects are part of many different constructs, there is no standard scenario for when an optional property should be set, what will happen if an optional property is left unset, or what you should do if a null value is returned.

Escape Character in Name and Path Properties

The percent sign (%) is used as an escape character to embed special characters in strings. For example, %2f (or %2F) is interpreted as the slash (/) character. To include a percent sign as a literal in a string, use %%. The path to the inventory starts from the root folder (ServiceContent.rootFolder property), denoted by the slash character.

Table 2-4. Special Characters

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
<th>Representation in URL</th>
</tr>
</thead>
<tbody>
<tr>
<td>%</td>
<td>Percent sign</td>
<td>%25</td>
</tr>
<tr>
<td>/</td>
<td>Slash</td>
<td>%2f, %2f</td>
</tr>
<tr>
<td>\</td>
<td>Backslash</td>
<td>%5C, %5c</td>
</tr>
<tr>
<td>-</td>
<td>Dash</td>
<td>%2D, %2d</td>
</tr>
<tr>
<td>.</td>
<td>Dot</td>
<td>%2E, %2e</td>
</tr>
<tr>
<td>&quot;</td>
<td>Double quotation mark</td>
<td>%2B, %2b</td>
</tr>
</tbody>
</table>
Any client application that you create using the vSphere Web Services SDK must connect to the server and pass user account credentials to authenticate to the server. After the connection has been established, the client application can use vSphere services to access the virtual environment.

This chapter includes the following topics:

- “Basic Client Application Capability” on page 27
- “Overview of a Java Sample Application” on page 27
- “Web Server Session Token” on page 31
- “Multiple Versions of the vSphere API” on page 35
- “Identifying the API Version Supported by the Server” on page 36
- “Helper Classes for C# Sample Applications” on page 36

### Basic Client Application Capability

Every client application that uses the vSphere API performs the following operations:

1. Create a connection to the vSphere server Web service.
2. Instantiate a local proxy object for reference to `ServiceInstance`. Use this local proxy object to retrieve the `ServiceContent` object from the server. `ServiceContent` contains a reference to the root folder for the inventory and references to the managed objects that provide the vSphere services.
3. Instantiate a local proxy object for access to vSphere API methods.
4. Log in to the server using appropriate credentials (user account, password, and optionally the locale).
5. Access server-side objects to retrieve data and perform management operations.
6. Close the connection.

### Overview of a Java Sample Application

This section includes an example of a complete client application that demonstrates the basic client capability. The sample client application prints out the product name, server type, and product version to demonstrate that it is connected and able to retrieve information from the server.

While Example 3-1, “Java Test Client Application,” on page 28 is a complete client application that demonstrates the basic client capability, it uses a slightly different format than the Java sample files in the SDK\ directory. This example, and the Java samples that are included with your vSphere Web Service SDK, have been compiled using JAX-WS bindings.

Most of the vSphere Web Services SDK samples do not handle exceptions, and they accept all security certificates. Use the samples as examples for extracting the types of data you want to view, but do not use these trust store or exception techniques in your production applications.
Example 3-1 is a stand-alone application that accepts command-line arguments for the vSphere server name (DNS name or IP address), user name, and password.

To build a simple vSphere client application

1 Import the vSphere Web Services API libraries:
   ```java
   import com.vmware.vim25.*;
   ```

2 Import the necessary Java (and JAX-WS connection, bindings, and SOAP) libraries:
   ```java
   import java.util.*;
   import javax.net.ssl.HostnameVerifier;
   import javax.net.ssl.HttpsURLConnection;
   import javax.net.ssl.SSLSession;
   import javax.xml.ws.BindingProvider;
   import javax.xml.ws.soap.SOAPFaultException;
   ```

3 Create the TestClient class:
   ```java
   public class TestClient {
   ```

4 Include the class variable declarations/definitions. Use a TrustManager class to accept all certificates, as shown in “Accessing the HTTP Endpoint with JAX-WS” on page 31. This is not appropriate for a production environment. Production code should implement certificate support.

5 Use the vSphere Web Services APIs to create the connection, as shown in Appendix 3, “Accessing the vSphere Server,” on page 33.

6 Retrieve data from the vSphere or vCenter server. In this example, we are just going to print out the product name, server type, and product version to prove that the client is connected and working correctly.
   ```java
   System.out.println(serviceContent.getAbout().getFullName());
   System.out.println("Server type is " + serviceContent.getAbout().getApiType());
   System.out.println("API version is " + serviceContent.getAbout().getVersion());
   ```

7 Use the VimPort object to close the connection, as shown in “Closing the Connection” on page 33. Always close your server connections to maintain security.

Java Client Example

Example 3-1 shows the complete sample client application code, without the explanation steps.

**Example 3-1. Java Test Client Application**

```java
import com.vmware.vim25.*;
import java.util.*;
import javax.net.ssl.HostnameVerifier;
import javax.net.ssl.HttpsURLConnection;
import javax.net.ssl.SSLSession;
import javax.xml.ws.BindingProvider;
import javax.xml.ws.soap.SOAPFaultException;

public class TestClient {

// Authentication is handled by using a TrustManager and supplying
// a host name verifier method. (The host name verifier is declared
// in the main function.)
// See Example 3-2 for more details.
    private static class TrustAllTrustManager implements javax.net.ssl.TrustManager,
        javax.net.ssl.X509TrustManager {
        java.security.cert.X509Certificate[] getAcceptedIssuers() {
            return null;
        }
    }
```
public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
    return true;
}

public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
    return true;
}

public void checkServerTrusted(java.security.cert.X509Certificate[] certs, String authType)
    throws java.security.cert.CertificateException {
    return;
}

public void checkClientTrusted(java.security.cert.X509Certificate[] certs, String authType)
    throws java.security.cert.CertificateException {
    return;
}

public static void main(String[] args) {
    try {
        // Server URL and credentials.
        String serverName = args[0];
        String userName = args[1];
        String password = args[2];
        String url = "https://" + serverName + "/sdk/vimService";

        // Variables of the following types for access to the API methods
        // and to the vSphere inventory.
        // -- ManagedObjectReference for the ServiceInstance on the Server
        // -- VimService for access to the vSphere Web service
        // -- VimPortType for access to methods
        // -- ServiceContent for access to managed object services
        ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
        VimService vimService;
        VimPortType vimPort;
        ServiceContent serviceContent;

        // Declare a host name verifier that will automatically enable
        // the connection. The host name verifier is invoked during
        // the SSL handshake.
        HostnameVerifier hv = new HostnameVerifier() {
            public boolean verify(String urlHostName, SSLSession session) {
                return true;
            }
        };

        // Create the trust manager.
        javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
        javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
        trustAllCerts[0] = tm;

        // Create the SSL context
        javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");

        // Create the session context
        javax.net.ssl.SSLSessionContext sslec = sc.getServerSessionContext();

        // Initialize the contexts; the session context takes the trust manager.
        sslec.setSessionTimeout(0);
        sc.init(null, trustAllCerts, null);

        // Use the default socket factory to create the socket for the secure connection
        javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());
// Set the default host name verifier to enable the connection.
HttpsURLConnection.setDefaultHostnameVerifier(hv);

// Set up the manufactured managed object reference for the ServiceInstance
SVC_INST_REF.setType("ServiceInstance");
SVC_INST_REF.setValue("ServiceInstance");

// Create a VimService object to obtain a VimPort binding provider.
// The BindingProvider provides access to the protocol fields
// in request/response messages. Retrieve the request context
// which will be used for processing message requests.
vimService = new VimService();
vimPort = vimService.getVimPort();
Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();

// Store the Server URL in the request context and specify true
// to maintain the connection between the client and server.
// The client API will include the Server's HTTP cookie in its
// requests to maintain the session. If you do not set this to true,
// the Server will start a new session with each request.
ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);

// Retrieve the ServiceContent object and login
serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
vimPort.login(serviceContent.getSessionManager(),
userName,
password,
null);

// print out the product name, server type, and product version
System.out.println(serviceContent.getAbout().getFullName());
System.out.println("Server type is " + serviceContent.getAbout().getApiType());
System.out.println("API version is " + serviceContent.getAbout().getVersion());

// close the connection
vimPort.logout(serviceContent.getSessionManager());
}

} // end class TestClient

Use the following command to compile the code for Example 3-1, “Java Test Client Application,” on page 28, after you have saved it as a .java file:
c:>javac –classpath path-to-vim25.jar TestClient.java

Use the following command to execute the compiled class (binary) file:
c:>java –classpath path-to-vim25.jar TestClient web-service-url user-name user-password
Web Server Session Token

As with other Web services, the vSphere Web service maintains session state for each client connection by using a token in the HTTP header to identify the session. The vSphere server returns a session token to the client in its response to the client connection request. Subsequent messages between client and server automatically include the token.

Each of the stand-alone samples in the SDK/vsphere-ws/java/JAX-WS/samples/com/vmware uses the JAX-WS TrustAllTrustCertificates class, as discussed in Example 3-2 to ignore certificates, obtain a session token, and then connect to the server.

CAUTION We DO NOT recommend that you trust all certificates in a production environment. Instead, you can look at the sample code to see how the JAX-WS libraries are used when making the connection, but set up an SSL policy that only allows connection to trusted certificates.

The logic for getting a cookie and putting it in the header looks like this:

```java
//cookie logic
List cookies = (List) headers.get("Set-cookie");
cookieValue = (String) cookies.get(0);
StringTokenizer tokenizer = new StringTokenizer(cookieValue, ";");
cookieValue = tokenizer.nextToken();
String path = "" + tokenizer.nextToken();
String cookie = "Version=" + cookieValue + "; " + path;

// set the cookie in the new request header
Map map = new HashMap();
map.put("Cookie", Collections.singleton(cookie));
((BindingProvider) vimPort).getRequestContext().put(MessageContext.HTTP_REQUEST_HEADERS, map);
```

Accessing the HTTP Endpoint with JAX-WS

The steps for accessing any HTTP endpoint with JAX-WS bindings are listed at the beginning of Example 3-2, “Obtaining a Session Token - Snippets from VMPromoteDisks.java,” on page 33. These steps include the vSphere Web Services SDK Server URL, vSphere server object, and variables.

1. In this example we use a TrustManager class to accept all certificates. This is not appropriate for a production environment. Production code should implement certificate support.

   ```java
   private static class TrustAllTrustManager implements javax.net.ssl.TrustManager, javax.net.ssl.X509TrustManager {
       public java.security.cert.X509Certificate[] getAcceptedIssuers() {
           return null;
       }

       public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
           return true;
       }

       public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
           return true;
       }

       public void checkServerTrusted(java.security.cert.X509Certificate[] certs, String authType) throws java.security.cert.CertificateException {
           return;
       }
   }
   ```
public void checkClientTrusted(java.security.cert.X509Certificate[] certs, String authType) throws java.security.cert.CertificateException {
    return;
}

Include the Server URL and credentials as arguments in the main method:

public static void main(String[] args) {
    try {
        String serverName = args[0];
        String userName   = args[1];
        String password   = args[2];
        String url = "https://"+serverName+"/sdk/vimService";

    Declare variables of the following types for access to vSphere server objects:
    
    - ManagedObjectReference for the ServiceInstance.
    - VimService object for access to the Web service.
    - VimPortType object for access to all of the methods defined in the vSphere API.
    - ServiceContent for access to the managed object services on the server.

    The following Java code fragment shows these variable declarations:

    ManagedObjectReference SVC_INST_REF
    VimService vimService;
    VimPortType vimPort;
    ServiceContent serviceContent;

    Declare a host name verifier that will automatically enable the connection. The host name verifier is
    invoked during the SSL handshake.

    HostnameVerifier hv = new HostnameVerifier() {
        public boolean verify(String urlHostName, SSLSession session) {
            return true;
        }
    };

    Instantiate the trust manager object.

    // Create the trust manager.
    javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
    javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
    trustAllCerts[0] = tm;

    Create the SSL context

    javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");

    Create the session context

    javax.net.ssl.SSLSocketContext sslsc = sc.getServerSessionContext();

    Initialize the contexts; the session context takes the trust manager.

    sslsc.setSessionTimeout(0);
    sc.init(null, trustAllCerts, null);

    Use the default socket factory to create the socket for the secure connection

    javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

    Set the default host name verifier to enable the connection.

    HttpsURLConnection.setDefaultHostnameVerifier(hv);
Accessing the vSphere Server

The steps that use the vSphere Web Services APIs to create the connection are:

1. Create a managed object reference for the ServiceInstance object on the server.
   ```java
   ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
   SVC_INST_REF.setType("ServiceInstance");
   SVC_INST_REF.setValue("ServiceInstance");
   ```

2. Create a VimService object to obtain a VimPort binding provider. The BindingProvider object provides access to the protocol fields in request/response messages. Retrieve the request context which will be used for processing message requests.
   The VimServiceLocator and VimPort objects provide access to vSphere servers. The getVimPort method returns a VimPort object that provides access to the vSphere API methods.
   ```java
   vimService = new VimService();
   vimPort = vimService.getVimPort();
   Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();
   ```

3. Store the Server URL in the request context and specify true to maintain the connection between the client and server. The client API will include the Server’s HTTP cookie in its requests to maintain the session. If you do not set this to true, the Server will start a new session with each request.
   ```java
   ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
   ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);
   ```

4. Retrieve the ServiceInstance content (the ServiceContent data object) and log in to the server.
   ```java
   serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
   vimPort.login(serviceContent.getSessionManager(),
                 userName,
                 password,
                 null);
   isConnected = true;
   ```

Closing the Connection

Use the VimPort object again to close the connection. Always close your server connections to maintain security.
```java
vimPort.logout(serviceContent.getSessionManager());
} catch (Exception e) {
    System.out.println(" Connect Failed ");
    e.printStackTrace();
}
} //end main()
} // end class TestClient

Using the Java Samples as Reference

The following snippet from the SDK\vsphere–ws\java\JAX–WS\samples\com\vmware\vm\VMPromoteDisks.java sample shows another implementation of the server connection. Review the stand-alone Java samples that are shipped with your vSphere Web Services SDK, and use similar code to get a session token for your client application.

Example 3-2. Obtaining a Session Token - Snippets from VMPromoteDisks.java

```java
private static String cookieValue = "";
private static Map headers = new HashMap();
```
javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
trustAllCerts[0] = tm;
javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");
javax.net.ssl.SSLSessionContext sslsc = sc.getServerSessionContext();
sslsc.setSessionTimeout(0);
sc.init(null, trustAllCerts, null);
javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

private static void connect()
throws Exception {
    HostnameVerifier hv = new HostnameVerifier() {
        public boolean verify(String urlHostName, SSLSession session) {
            return true;
        }
    };
    trustAllHttpsCertificates();
    HttpsURLConnection.setDefaultHostnameVerifier(hv);
    SVC_INST_REF.setType(SVC_INST_NAME);
    SVC_INST_REF.setValue(SVC_INST_NAME);
    vimService = new VimService();
    vimPort = vimService.getVimPort();
    Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();
    ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
    ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);
    serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
    headers = (Map) ((BindingProvider) vimPort).getResponseContext().get(
        MessageContext.HTTP_RESPONSE_HEADERS);
    vimPort.login(serviceContent.getSessionManager(),
        userName,
        password, null);
    isConnected = true;
    propCollectorRef = serviceContent.getPropertyCollector();
    rootRef = serviceContent.getRootFolder();
}

Using Axis Bindings

If you are still using Axis bindings, you can extract the session token from the SOAP message context and reuse it in the same session, if needed. For example, if your client application is multi-threaded, save the token and use it for each thread in the application. See “Using the Credential Store for Automated Login” on page 81.

If the connection is closed, the session becomes invalid.

Example 3-3 shows an example that uses Java with the Axis client libraries to obtain the session token from the current SOAP message context. The example casts the token to a String. With the session token in String form, you can save it locally to a file on the client for subsequent reuse. In your connection setup code, you can check for an existing session file and use that session file as needed.
Example 3-3. Obtaining a Session Token from the Web Services Context with Axis

```java
org.apache.axis.client.Call callObj = clientStub._getCall();
String sessionString = (String)msgContext.getProperty(
    org.apache.axis.transport.http.HTTPConstants.HEADER_COOKIE);
```

Session tokens returned from connections to VirtualCenter Server 2.5 and ESX/ESXi 3.5, for example, might look like the following:

vCenter Server  \[vmware_soap_session="63869259-F0FF-4DB5-9B38-6493212AB9CD"

ESX/ESXi  \[vmware_soap_session="52b1910a-31ad-df35-95d1-210f86c55efb"

With every connection, the identifier is passed from the client to the server in the HTTP header. Session tokens can be passed across multiple connections to the Web service. By default, sessions expire after 30 minutes of inactivity.

```java
... 
_locator = new VimServiceLocator();
_locator.setMaintainSession(true);
_service = _locator.getVimPort(new URL(url));
... 
```

Multiple Versions of the vSphere API

When a client application connects to a Web service running on an vSphere server (ESX/ESXi or vCenter Server system), the server detects the version of the API that was used to develop the client and makes available only those operations supported by the client.

Client applications convey information about the API version used in the SOAP messages that they send to a vSphere server. These SOAP messages include a versionID in the soapAction attribute. The details are handled transparently by the SOAP toolkit and the client proxy code. The server adjusts its behavior based on the client's version information, exposing the API version that the client supports to the client.

Starting with vSphere 4.0, information about the supported API versions is contained in an XML file, vimServiceVersions.xml, located on the server (Example 3-4).

Example 3-4. Service-Versions File (vimServiceVersions.xml)

```xml
<?xml version="1.0" encoding="UTF-8" ?>
<namespaces version="1.0">  
  <namespace>  
      <name>urn:vim25</name>  
      <version>5.0</version>  
  </namespace>  
  <priorVersions>  
    <version>2.5u2</version>  
    <version>2.5</version>  
  </priorVersions>  
</namespaces>  
<namespace>  
  <name>urn:vim2</name>  
  <version>2.0</version>  
</namespace>  
</namespaces>
```

If you are developing a client application that must support multiple server versions at the same time (ESX/ESXi 5.0 and ESX/ESXi 3.x, for example), you must obtain information about the API versions that are supported on the server and provide logic in your code to use or not use features, based upon the version information.
Identifying the API Version Supported by the Server

One approach to targeting multiple versions of the API from the same client application code is to check for the existence of the server versions file on the server. If you do not find a vimServiceVersions.xml file on the server, the server is older than ESX/ESXi 4.x, vCenter Server 4.x.

Example 3-5 is an excerpt from the VersionUtil.java sample that demonstrates this general approach. See the getTargetNameSpaceAndVersion method of VersionUtil.java located in the vSphere Web Services SDK package for more information.

Example 3-5. Determining the URL from Which to Obtain the API Version Information

```java
try {
    String wsdlUrlString = "";
    String vimServiceXmlUrlString = "";

    if((urlString.indexOf("https://") !=-1) || (urlString.indexOf("http://") !=-1)){
        wsdlUrlString = urlString.substring(0,urlString.indexOf("/sdk")+4) + "/vimService?wsdl";
        vimServiceXmlUrlString = urlString.substring(0,urlString.indexOf("/sdk")+4) + "/vimServiceVersions.xml";
    } else{
        wsdlUrlString = "https://"+ urlString + "/sdk/vimService?wsdl";
        vimServiceXmlUrlString = "https://"+ urlString + "/sdk/vimServiceVersions.xml";
    }
}
```

Java and C# Sample Applications

The vSphere Web Services SDK includes sample applications, written in Java and C#, that demonstrate features of the vSphere API and object model (see Appendix E, “Sample Program Overview,” on page 229). Most of the samples do not handle exceptions, and they accept all security certificates. So use the applications as examples for extracting the types of data you want to view, but do not use the helper classes, trust store methods or exception handling techniques in your production environment.

Java Samples

The Java samples in your vSphere Web Services SDK include .java files that you can compile and then run using any Java editor or IDE. The samples accept command-line arguments for the vSphere server name (DNS name or IP address), user name, and password.

C# Samples

The C# samples in your vSphere Web Services SDK include a .cs file and three project files in each directory (.proj, 2008.proj, and 2010.proj) so you can run them using Microsoft’s Visual Studio.

Like the Java samples, the C# samples also accept command-line arguments for the vSphere server name (DNS name or IP address), user name, and password, and they accept all certificates to establish the SSL handshake.

Unlike the Java samples, the C# samples use the helper classes discussed in “Helper Classes for C# Sample Applications” on page 36.

Helper Classes for C# Sample Applications

The C# sample applications included with the vSphere Web Services SDK include C# helper classes that handle the details of creating sessions, obtaining session tokens, saving the session token as a string to a file, and reusing the session. The Microsoft .NET Web services implementation uses the Cookie class to handle the session information from the server.
The helper classes (listed in Table 3-1) handle command-line input such as common parameters, server name, and other details. These helper classes are located in the unpacked C# version of the SDK download, in this location:

**C# Helper Classes**  %SDKHOME%\vsphere-ws\dotnet\cs\samples\AppUtil

Table 3-1 lists the helper classes available for C#.

**Table 3-1. Helper Classes for C# Sample Applications**

<table>
<thead>
<tr>
<th>AppUtils</th>
<th>Functional Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppUtil.cs</td>
<td>Convenient methods you can use to handle user input from command line. Catches errors (faults). Logs output to console.</td>
</tr>
<tr>
<td>AppUtil.csproj (NEW)</td>
<td>Convenient methods you can use to handle user input from command line, built to run on versions of Microsoft Visual Studio that were released before 2008.</td>
</tr>
<tr>
<td>AppUtil2008.csproj (NEW)</td>
<td>Convenient methods you can use to handle user input from command line, built to run on Microsoft Visual Studio 2008.</td>
</tr>
<tr>
<td>AppUtil2010.csproj (NEW)</td>
<td>Convenient methods you can use to handle user input from command line, built to run on Microsoft Visual Studio 2010.</td>
</tr>
<tr>
<td>ArgumentHandlingException.cs (NEW)</td>
<td>Convenient methods you can use to handle exceptions.</td>
</tr>
<tr>
<td>CertPolicy.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
<tr>
<td>ClientUtil.cs</td>
<td>Convenient methods you can use to handle user input from command line. Catches errors (faults). Logs output to console.</td>
</tr>
<tr>
<td>ExtendedAppUtil.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
<tr>
<td>Log.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
<tr>
<td>OptionSpec.cs</td>
<td>Helper class for handling default and custom command-line arguments.</td>
</tr>
<tr>
<td>PropertyManager2005.cs (NEW)</td>
<td>Convenience methods for</td>
</tr>
<tr>
<td>ServiceUtil.cs</td>
<td>Wrapper methods for the vimService methods (the local proxy code methods) for API 2.0 and prior releases.</td>
</tr>
<tr>
<td>ServiceUtilV25.cs</td>
<td>Wrapper methods for the vimService methods (the local proxy code methods) for API 4.0, API 3.5U2, API 3.5 U1, API 3.5, and other recent releases.</td>
</tr>
<tr>
<td>SvcConnection.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
<tr>
<td>SvcConnectionV25.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
<tr>
<td>TrustAllCertificatePolicy.cs</td>
<td>Creates an instance of local proxy for connecting to the server, and obtains managed object references to several needed managed objects—ServiceInstance, ServiceContent, rootFolder.</td>
</tr>
<tr>
<td>VersionUtil.cs</td>
<td>Helper class for identifying API version.</td>
</tr>
<tr>
<td>VMUtils.cs (NEW)</td>
<td>Convenient methods you can use to handle</td>
</tr>
</tbody>
</table>
The vSphere inventory is a representation of the vSphere datacenter and the objects in the datacenter. Knowing how the objects in the datacenter relate to each other helps you traverse the inventory hierarchy and access the objects you want to manipulate.

The chapter includes the following topics:

- “Inventory Overview” on page 39
- “Inventory Hierarchies and ServiceInstance” on page 40
- “Accessing Inventory Objects” on page 41
- “Creating Inventory Objects” on page 42
- “Privileges Required for Inventory Management” on page 42
- “Managed and Standalone ESX/ESXi Hosts” on page 44

### Inventory Overview

The vSphere inventory contains the following types of objects:

- Organizational components: Folder and Datacenter

When you manage the virtual infrastructure, you access objects and their properties and methods based on their location in the inventory. Understanding the inventory structure is therefore critical for any programming task. You always start with the ServiceInstance associated with a session, which is the root object of the inventory, and traverse the inventory hierarchy from there. See Chapter 5, “Property Collector,” on page 47. How you access objects depends on whether your client application is connected to a vCenter Server or an ESX/ESXi system.
Inventory Hierarchies and ServiceInstance

When you start a session, vSphere creates a ServiceInstance with one root folder, one Datacenter, and four folders that hold the different types of inventory objects.

When you access a vCenter Server System, the hierarchy shown in Figure 4-1 allows you to traverse the inventory.

Figure 4-1. vCenter Server Inventory Hierarchy

- **CAUTION** If your ESX/ESXi hosts are managed by a vCenter Server, you must always access your hosts through the vCenter server. The vCenter server keeps track of all synchronous and asynchronous operations, and will have the latest status and inventory information about each ESX/ESXi host. Therefore, connecting directly to a host that is managed by a vCenter Server may give you incorrect or incomplete data.

- When you have ESX/ESXi hosts that are not managed by a vCenter Server, your application can connect to each host directly.

Folders in the Hierarchy

If your installation includes a vCenter Server system, you can create additional datacenters under the root folder. For every Datacenter object, the server automatically creates the following Folder objects:

- A folder for VirtualMachine, template, and VirtualApp objects.
- A folder for a ComputeResource hierarchy.
- A folder for Network, DistributedVirtualSwitch, and DistributedVirtualPortgroup objects.
- A folder for Datastore objects.

In a large deployment, the nested structure allows you to organize the objects in the datacenter into an easily manageable structure by using multiple folders and datacenters.

For a standalone ESX/ESXi system, only a single datacenter is supported, and the Folder managed entity does not support creating additional Folder objects or Datacenter objects.
**ESX/ESXi Inventory Hierarchy**

When you access an ESX/ESXi host directly, rather than accessing the host through a vCenter Server system, the hierarchy shown in Figure 4-2 allows you to traverse the inventory.

**Figure 4-2. ESX/ESXi Inventory Hierarchy**

---

**Accessing Inventory Objects**

To retrieve information from an inventory object, you start with `ServiceInstance`, the root object of the inventory. You access an object using a `TraversalSpec` in conjunction with a property collector, using the properties that identify an object’s position in the hierarchy.

- Every managed entity has a `parent` property that identifies its relative position in the inventory hierarchy.
- The `Folder` managed object has a `childEntity` property that identifies objects in a folder instance.

*Figure 4-3* shows the `childEntity` and `folder` properties that define the default objects in the inventory of a standalone ESX/ESXi system. The inventory begins with the `ServiceContent.rootFolder` property. The `rootFolder` has a `childEntity` that consists of a managed object reference to a `Datacenter` managed object.
Creating Inventory Objects

The `Folder` managed entity provides methods for creating instances of the following managed entities.

- Datacenter
- DistributedVirtualSwitch
- VirtualMachine
- Cluster
- Folder

When you create these objects, they are automatically created in the folder you invoked the creation method from.

While some managed entities are created through a method on the `Folder` managed entity, other managed entities are instantiated directly. For example, the `HostDatastoreSystem` has methods for creating datastores such as `CreateNasDatastore` and `CreateVmfsDatastore`.

**IMPORTANT** When you create an inventory object, you must stay within the bounds of the host’s capabilities, accessible through the `HostSystem.capability` property, which is a `HostCapability` data object. For example, a `HostCapability` object might have the `maxSupportedVMs` property specified.

Privileges Required for Inventory Management

Navigating the inventory requires a user account that can connect to the server and obtain a valid session. The user identity associated with the session is called a principal. When a client application attempts to access an object in the inventory, the server checks the permission object or objects and compares the permissions with the principal’s privileges.
For example, creating a virtual machine requires that the principal associated with the session have the following privileges:

- The `VirtualMachine.Inventory.Create` privilege on the folder in which to create the virtual machine.
- The `Resource.AssignVMToPool` privilege on the resource pool from which the virtual machine obtains its allocation of CPU and memory resources.

Reading the `perfCounter` property of the `PerformanceManager` managed object requires the `System.View` privilege on the root folder.

**IMPORTANT** Some privileges are specific to objects on vCenter Server or specific to ESX/ESXi. For example, the `Alarm.Create` privilege associated with `AlarmManager` is available only through vCenter Server systems. See Chapter 6, “Authentication and Authorization,” on page 71 for more information on authentication, authorization, roles, and user identity.

### Privileges

A privilege is a system-defined requirement associated with a VMware vSphere managed object. Privileges are static and do not change for a version of a product. Privileges for vSphere components are defined as follows:

```<group>[.<group>].privilege```

For example:

```
Datacenter.Create
Host.Config.Connection
Host.Config.Snmp
```

### Permissions

Permissions are the associations of roles with privileges on a specified managed entity. You use permissions to specify which users can access which managed entity.

A child entity inherits the permissions of its parent if the parent's `propagate` property is set to true. A permission that is set directly on a child overrides the permission in the parent. To grant permission to all child entities of a `Datacenter` object, assign permissions to the `Datacenter` object and set the `Permission` object's `propagate` property to `true`.

**Figure 4-4** shows that users `root` and `vpxuser` both have permissions on the `rootFolder` of the inventory. The `vpxuser` is the account created on a host by the vCenter Server system when that host is added to the vCenter Server system. The vCenter Server needs access to the inventory objects of the host systems that it manages, so the `vpxuser` account is granted privileges to the `rootFolder` of each host.

**IMPORTANT** See Chapter 6, “Authentication and Authorization,” on page 71 for a detailed discussion of privileges, permissions, and user management.
Managed and Standalone ESX/ESXi Hosts

You can run ESX/ESXi as a managed or standalone ESX/ESXi host.

- Standalone ESX/ESXi hosts are standalone hosts with limited capabilities. The inventory of a standalone host can support multiple virtual machines and multiple resource pools, but it contains a single default datacenter and a single root folder. The default datacenter and root folder are not visible in the vSphere Client, but they exist in the inventory of a standalone host and they are visible in the MOB.

- Managed ESX/ESXi hosts have been added to the vCenter Server inventory. Available features depend on the licenses available for that host. For example, you can configure two or more hosts for VMware DRS resource management or VMware HA failover protection.
Table 4-1 summarizes the differences between the number of objects that an inventory can contain. See also Figure 4-2, “ESX/ESXi Inventory Hierarchy,” on page 41 and Figure 4-1, “vCenter Server Inventory Hierarchy,” on page 40.

Table 4-1. Standalone ESX/ESXi and vCenter Server Inventories

<table>
<thead>
<tr>
<th>ManagedEntity Subtype</th>
<th>ESX/ESXi Inventory</th>
<th>vCenter Server Inventory</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClusterComputeResource</td>
<td>None.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>ComputeResource</td>
<td>Exactly one only.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>Datacenter</td>
<td>Exactly one only. Cannot be destroyed. Transparent.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>Datastore</td>
<td>Multiple instances supported.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>DistributedVirtualSwitch</td>
<td>Multiple instances supported.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>Folder</td>
<td>Exactly one only. Cannot be destroyed. Transparent.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>HostSystem</td>
<td>Exactly one only.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>Network</td>
<td>Multiple instances supported.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>ResourcePool</td>
<td>Multiple instances supported.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>VirtualApp</td>
<td>None.</td>
<td>Multiple instances supported.</td>
</tr>
<tr>
<td>VirtualMachine</td>
<td>Multiple instances supported.</td>
<td>Multiple instances supported.</td>
</tr>
</tbody>
</table>
vSphere servers provide the PropertyCollector service for accessing data and monitoring changes. Use the PropertyCollector to obtain references to managed objects, to obtain values of managed object properties, and to monitor and retrieve modified property values.

This chapter includes the following topics:

- “Introduction to the PropertyCollector” on page 47
- “vSphere Data Objects for Property Collection” on page 48
- “vSphere Methods for Property Collection” on page 48
- “PropertyCollector Example (RetrievePropertiesEx)” on page 49
- “Inventory Traversal” on page 56
- “Client Data Synchronization (WaitForUpdatesEx)” on page 67
- “Server Data Transmission” on page 69
- “PropertyCollector Performance” on page 69
- “SearchIndex” on page 69

**Introduction to the PropertyCollector**

The PropertyCollector service interface provides a way to monitor and retrieve information about managed objects, such as whether a virtual machine is powered on or whether a host in a cluster is offline.

The PropertyCollector uses one or more filters to determine the scope of collection and it has methods to retrieve data. A filter uses a set of data objects that specify the following information:

- Starting point for inventory traversal during the collection operation.
- Inventory traversal path.
- Objects and properties from which data will be collected.

A vSphere server creates a default PropertyCollector for every session, and allows you to create multiple, additional PropertyCollector objects. Create additional PropertyCollector objects, using one per thread, to perform mutually independent collection operations.
Data Retrieval

There are two ways to retrieve data:

- Property retrieval as a single operation uses the `RetrievePropertiesEx` and `ContinueRetrievePropertiesEx` methods. These methods perform a single collection operation.
- Incremental property retrieval, also referred to as property monitoring, uses the `WaitForUpdatesEx` method. The initial call to this method retrieves a baseline set of managed object property values. Subsequent calls retrieve changes in property values since the last retrieval. Use `WaitForUpdatesEx` to monitor changes to the inventory or any managed object properties.

Inventory Traversal and Object Selection

PropertyCollector filter properties identify object properties and paths that define inventory traversal. For example, you can retrieve the properties for a VirtualMachine object and specify a traversal path using the VirtualMachine.network property to obtain the properties for the associated Network objects.

You can use vSphere view objects (for example, ContainerView) in filters to simplify traversal specification. A view maintains a subset of inventory objects, so if there is a change in the inventory hierarchy, you do not have to recreate the view. Use a view to specify a set of objects that the PropertyCollector can use for data collection.

For information about the vSphere inventory, see Chapter 4, “Datacenter Inventory,” on page 39.

vSphere Data Objects for Property Collection

Table 5-1 provides an overview of the PropertyCollector data objects. For more detailed descriptions, see the vSphere API Reference.

<table>
<thead>
<tr>
<th>Data Object</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PropertyFilterSpec</td>
<td>Provides access to object and property selection data. A PropertyFilterSpec must have at least one ObjectSpec and one PropertySpec.</td>
</tr>
<tr>
<td>ObjectSpec</td>
<td>Identifies the starting object for property collection. An ObjectSpec also identifies additional objects for collection.</td>
</tr>
<tr>
<td>TraversalSpec</td>
<td>Identifies the type of object for property collection. It also provides one or more paths for inventory traversal.</td>
</tr>
<tr>
<td>SelectionSpec</td>
<td>Acts as a placeholder reference to a TraversalSpec.</td>
</tr>
<tr>
<td>PropertySpec</td>
<td>Identifies properties for collection.</td>
</tr>
<tr>
<td>View objects</td>
<td>Identify a subset of the vSphere inventory objects.</td>
</tr>
</tbody>
</table>

vSphere Methods for Property Collection

The PropertyCollector supports the following approaches to obtaining objects and properties from the server:

- If your client application does not keep a synchronized representation of server state, use the `RetrievePropertiesEx` method. `RetrievePropertiesEx` instantiates a filter, collects the specified objects and properties, and returns the data to your client application as an ObjectContent data object. The server does not add the filter to the PropertyCollector.filter array. The server destroys the filter after returning the results to your client.

- If your application maintains a synchronized representation of server state, use the CreateFilter and `WaitForUpdatesEx` methods. `WaitForUpdatesEx` returns descriptions of property changes, organized by the filter that identified the properties.

In either case, you create a PropertyFilterSpec data object to specify the objects and properties you want to retrieve from the server.
Table 5-2 shows the PropertyCollector methods organized by the context in which you use them. For more information about these methods, see the vSphere API Reference.

Table 5-2. PropertyCollector Methods

<table>
<thead>
<tr>
<th>Method Context</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monitor properties</td>
<td>CreatePropertyCollector</td>
<td>Creates a new PropertyCollector object to monitor properties using different filters. The vSphere server handles requests for a PropertyCollector instance independently of any other instances of the PropertyCollector on the server.</td>
</tr>
<tr>
<td></td>
<td>DestroyPropertyCollector</td>
<td>Destroys an instance of a PropertyCollector that was created by a call to CreatePropertyCollector from your client application.</td>
</tr>
<tr>
<td>Single collection operation</td>
<td>RetrievePropertiesEx</td>
<td>Retrieves property data for the specified managed objects.</td>
</tr>
<tr>
<td></td>
<td>ContinueRetrievePropertiesEx</td>
<td>Retrieves additional property data for an operation started by RetrievePropertiesEx.</td>
</tr>
<tr>
<td></td>
<td>CancelRetrievePropertiesEx</td>
<td>Cancels a RetrievePropertiesEx or ContinueRetrievePropertiesEx operation.</td>
</tr>
<tr>
<td>Incremental collection or</td>
<td>WaitForUpdatesEx</td>
<td>Retrieves changes to property data since the last WaitForUpdatesEx cycle. WaitForUpdatesEx blocks until it can satisfy the request or until the request times out. WaitForUpdatesEx supports chunked data transmission (see “Server Data Transmission” on page 69).</td>
</tr>
<tr>
<td>monitoring operation</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CancelWaitForUpdatesEx</td>
<td>Cancels a WaitForUpdatesEx operation.</td>
</tr>
<tr>
<td>General</td>
<td>CreateFilter</td>
<td>Creates a new instance of a PropertyFilter managed object.</td>
</tr>
</tbody>
</table>

**PropertyCollector Example (RetrievePropertiesEx)**

Example 5-1 is a simple PropertyCollector example written in Java. The example uses a ContainerView for efficient access to the inventory and a PropertyFilterSpec that contains one ObjectSpec, one TraversalSpec, and one PropertySpec. The program performs the following tasks:

- Accepts command line arguments for the vSphere server name (DNS name or IP address), user name, and password.
- Connects to a vSphere server.
- Uses a ContainerView to create a subset of the inventory; the subset contains only virtual machines.
- Uses the RetrievePropertiesEx method for a single retrieval operation.
- Collects the names of all of the virtual machines in the inventory and prints the names using the standard output stream.

The following procedure uses code fragments from Example 5-1. The complete example includes server connection code; this procedure only describes the task of using the PropertyCollector. For a description of server connection, see “To build a simple vSphere client application” on page 28.
To use the PropertyCollector for a single retrieval operation

1. Get references to the ViewManager and the PropertyCollector.

   In the example, sContent is the variable for the ServiceContent data object. sContent provides the methods to retrieve the managed object references to the vSphere services.

   ```java
   ManagedObjectReference viewMgrRef = sContent.getViewManager();
   ManagedObjectReference propColl = sContent.getPropertyCollector();
   ```

2. Create a container view for virtual machines.

   ```java
   methods is the variable for the VimPortType object. VimPortType defines the Java methods that correspond to the vSphere API methods. The createContainerView parameters container (the inventory root folder, returned by the method sContent.getRootFolder) and type (“Virtual Machine”) direct the ViewManager to select virtual machines, starting at the root folder. The value true for the recursive parameter extends the selection beyond the root folder so that the ViewManager will follow child folder paths to add virtual machines to the view. The container view provides references to all virtual machines in the inventory.
   ```

   ```java
   List<String> vmList = new ArrayList<String>();
   vmList.add("VirtualMachine");
   ManagedObjectReference cViewRef = methods.createContainerView(viewMgrRef,
   sContent.getRootFolder(),
   vmList,
   true );
   ```

3. Create an object specification to define the starting point for inventory navigation.

   The ObjectSpec.obj property identifies the starting object (the container view). This example collects only virtual machine data, so the skip property is set to true to ignore the container view itself during collection.

   ```java
   ObjectSpec oSpec = new ObjectSpec();
   oSpec.setObj(cViewRef);
   oSpec.setSkip(true);
   ```

4. Create a traversal specification to identify the path for collection.

   The TraversalSpec properties type and path determine path traversal. TraversalSpec.type identifies an object type. TraversalSpec.path identifies a property in the type object. The PropertyCollector uses the path object to select additional objects.

   ```java
   This example uses a single TraversalSpec to walk the list of virtual machines that are available through the container view. The following code fragment specifies the ContainerView object for the TraversalSpec.type property and the view property in the ContainerView for the TraversalSpec.path property. The skip property is set to false, so the PropertyCollector will collect data from the path objects (the virtual machines in the container view).
   ```

   ```java
   TraversalSpec tSpec = new TraversalSpec();
   tSpec.setName("traverseEntities");
   tSpec.setPath("view");
   tSpec.setSkip(false);
   tSpec.setType("ContainerView");
   ```

5. Add the TraversalSpec to the ObjectSpec.selectSet array.

   ```java
   oSpec.getSelectSet().add(tSpec);
   ```

6. Identify the properties to be retrieved.

   The example program creates a PropertySpec data object to specify the properties to be collected. The type property is set to VirtualMachine to match the object selections in the container view. The pathSet property identifies one or more properties in the type object.

   ```java
   ```
This example specifies the `VirtualMachine.name` property.

```java
PropertySpec pSpec = new PropertySpec();
pSpec.setType("VirtualMachine");
pSpec.getPathSet().add("name");
```

7 Add the object and property specifications to the property filter specification.

A `PropertyFilterSpec` must have at least one `ObjectSpec` and one `PropertySpec`.

```java
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropSet().add(pSpec);
```

8 Create a list for the filters and add the spec to it.

```java
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);
```

9 Retrieve the data.

To invoke a single property collection operation, call the `RetrievePropertiesEx` method. The example application passes the populated `PropertyFilterSpec` and an empty `options` structure to the method. The default for the `RetrieveOptions.maxObjects` specifies that no maximum for the number of objects that can be returned is set. The PropertyCollector can impose a maximum. If the number of collected objects is greater than the maximum, the PropertyCollector returns a `token` value in the `RetrieveResult` data object and this token is used to retrieve the remaining properties using the `ContinueRetrievePropertiesEx` API method. For more information, see "Server Data Transmission" on page 69.

```java
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = methods.retrievePropertiesEx(propColl, fSpecList, ro);
```

10 Print the virtual machine names.

The following code fragment walks the list of `ObjectContent` objects returned in the `RetrieveResult` object. For each object (`ObjectContent`), the inner loop prints the name-value pairs.

```java
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        String vmName = null;
        String path = null;
        List<DynamicProperty> dps = oc.getPropSet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                vmName = (String) dp.getVal();
                path = dp.getName();
                System.out.println(path + " = " + vmName);
            }
        }
    }
}
```

```java
}//end collectProperties()
```
Figure 5-1 shows the objects used in Example 5-1. The figure represents properties that identify inventory elements directly or indirectly. It does not show all the properties for the different objects.

**Figure 5-1. Property Filter Specification**

---

**Example 5-1. Simple PropertyCollector Example (Java)**

```java
import com.vmware.vim25.*;
import java.util.*;
import javax.net.ssl.HostnameVerifier;
import javax.net.ssl.HttpsURLConnection;
import javax.net.ssl.SSLSession;
import javax.xml.ws.BindingProvider;
import javax.xml.ws.soap.SOAPFaultException;

// PropertyCollector example
// command line input: server name, user name, password

public class PCollector {
    private static void collectProperties(VimPortType methods,
                                          ServiceContent sContent) throws Exception {

        // Get references to the ViewManager and PropertyCollector
        ManagedObjectReference viewMgrRef = sContent.getViewManager();
        ManagedObjectReference propColl = sContent.getPropertyCollector();

        // use a container view for virtual machines to define the traversal
        // - invoke the VimPortType method createContainerView (corresponds
        //   to the ViewManager method) - pass the ViewManager MOR and
        //   the other parameters required for the method invocation
        // - createContainerView takes a string[] for the type parameter;
        //   declare an arraylist and add the type string to it
        List<String> vmList = new ArrayList<String>();
        vmList.add("VirtualMachine");
```
ManagedObjectReference cViewRef = methods.createContainerView(viewMgrRef, sContent.getRootFolder(), vmList, true);

// create an object spec to define the beginning of the traversal;
// container view is the root object for this traversal
ObjectSpec oSpec = new ObjectSpec();
oSpec.setObj(cViewRef);
oSpec.setSkip(true);

// create a traversal spec to select all objects in the view
TraversalSpec tSpec = new TraversalSpec();
tSpec.setName("traverseEntities");
tSpec.setPath("view");
tSpec.setSkip(false);
tSpec.setType("ContainerView");

// add the traversal spec to the object spec;
// the accessor method (getSelectSet) returns a reference
// to the mapped XML representation of the list; using this
// reference to add the spec will update the list
oSpec.getSelectSet().add(tSpec);

// specify the property for retrieval (virtual machine name)
PropertySpec pSpec = new PropertySpec();
pSpec.setType("VirtualMachine");
pSpec.getPathSet().add("name");

// create a PropertyFilterSpec and add the object and
// property specs to it; use the getter method to reference
// the mapped XML representation of the lists and add the specs
// directly to the list
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropertySet().add(pSpec);

// Create a list for the filters and add the spec to it
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);

// get the data from the server
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = methods.retrievePropertiesEx(propColl, fSpecList, ro);

// go through the returned list and print out the data
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        String vmName = null;
        String path = null;
        List<DynamicProperty> dps = oc.getPropSet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                vmName = (String) dp.getVal();
                path = dp.getName();
                System.out.println(path + " = " + vmName);
            }
        }
    }
}
}//end collectProperties()
// Authentication is handled by using a TrustManager and supplying
// a host name verifier method. (The host name verifier is declared
// in the main function.)
//
// For the purposes of this example, this TrustManager implementation
// will accept all certificates. This is only appropriate for
// a development environment. Production code should implement certificate support.

private static class TrustAllTrustManager implements javax.net.ssl.TrustManager, 
javax.net.ssl.X509TrustManager {

    public java.security.cert.X509Certificate[] getAcceptedIssuers() {
        return null;
    }

    public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public void checkServerTrusted(java.security.cert.X509Certificate[] certs, 
            String authType) 
            throws java.security.cert.CertificateException {
        return;
    }

    public void checkClientTrusted(java.security.cert.X509Certificate[] certs, 
            String authType) 
            throws java.security.cert.CertificateException {
        return;
    }
}

public static void main(String [] args) throws Exception {

    // arglist variables
    String serverName = args[0];
    String userName = args[1];
    String password = args[2];
    String url = "https://"+serverName+"/sdk/vimService";

    // Variables of the following types for access to the API methods
    // and to the vSphere inventory.
    // -- ManagedObjectReference for the ServiceInstance on the Server
    // -- VimService for access to the vSphere Web service
    // -- VimPortType for access to methods
    // -- ServiceContent for access to managed object services
    ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
    VimService vimService;
    VimPortType vimPort;
    ServiceContent serviceContent;

    // Declare a host name verifier that will automatically enable
    // the connection. The host name verifier is invoked during
    // the SSL handshake.
    HostnameVerifier hv = new HostnameVerifier() {
        public boolean verify(String urlHostName, SSLSession session) {
            return true;
        }
    };

    // Create the trust manager.
    javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
    javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
    trustAllCerts[0] = tm;
// Create the SSL context
javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");

// Create the session context
javax.net.ssl.SSLSessionContext sslsc = sc.getServerSessionContext();

// Initialize the contexts; the session context takes the trust manager.
sslsc.setSessionTimeout(0);
sc.init(null, trustAllCerts, null);

// Use the default socket factory to create the socket for the secure connection
javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

// Set the default host name verifier to enable the connection.
HttpsURLConnection.setDefaultHostnameVerifier(hv);

// Set up the manufactured managed object reference for the ServiceInstance
SVC_INST_REF.setType("ServiceInstance");
SVC_INST_REF.setValue("ServiceInstance");

// Create a VimService object to obtain a VimPort binding provider.
// The BindingProvider provides access to the protocol fields
// in request/response messages. Retrieve the request context
// which will be used for processing message requests.
vimService = new VimService();
vimPort = vimService.getVimPort();
Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();

// Store the Server URL in the request context and specify true
// to maintain the connection between the client and server.
// The client API will include the Server's HTTP cookie in its
// requests to maintain the session. If you do not set this to true,
// the Server will start a new session with each request.
ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);

// Retrieve the ServiceContent object and login
serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
    vimPort.login(serviceContent.getSessionManager(),
    userName,
    password,
    null);

// retrieve data
collectProperties(vimPort, serviceContent);

// close the connection
vimPort.logout(serviceContent.getSessionManager());
}
Inventory Traversal

Example 5-1 uses a ContainerView to specify the objects that start the collection process. This is the simplest way to set up a filter, using a single reference to a view to provide the PropertyCollector with access to a set of objects. To select objects from the inventory, a filter includes TraversalSpec and possibly SelectionSpec objects. Use these objects to make object selections based on the references in a view, and to extend inventory traversal beyond those objects (or beyond the object specified in ObjectSpec.obj).

TraversalSpec Traversal

Use a TraversalSpec object to identify a managed object type and a traversal property in that type. TraversalSpec contains the following properties:

- **type** – identifies an inventory object type.
- **path** – specifies a managed object reference property in the type object. This property provides the traversal path extending from this object.
- **selectSet** – specifies an optional list of selection objects for additional object traversal paths. The PropertyCollector applies the TraversalSpec objects in the selectSet array to the result of the traversal (the target of TraversalSpec.path). The selectSet array can also contain SelectionSpec objects; a SelectionSpec is a reference to a TraversalSpec. See “SelectionSpec Traversal” on page 62.
- **skip** – indicates whether to collect properties for the path object.

During inventory traversal, the PropertyCollector applies the PropertySpec object or objects (PropertyFilterSpec.propSet) to objects. Inventory traversal begins with the object identified by ObjectSpec.obj and continues by following TraversalSpec paths. If PropertySpec.type matches the current object type, and the skip property is false, the PropertyCollector sends the PropertySpec.pathSet properties to your client.

Figure 5-2 is a representation of a PropertyFilterSpec that defines traversal of VirtualMachine objects. The filter uses a ContainerView as a starting point. The TraversalSpec for the ContainerView specifies the view property for access to the view's virtual machines. The figure shows TraversalSpec objects that extend navigation from a VirtualMachine object to the associated Network and ResourcePool objects. The PropertyCollector applies these TraversalSpec objects to each of the VirtualMachine objects in the view list. The figure also shows the PropertySpec objects for collecting data from VirtualMachine, Network, and ResourcePool objects.
Example 5-2 shows a Java code fragment, based on Example 5-1, “Simple PropertyCollector Example (Java),” on page 52, that implements the inventory traversal shown in Figure 5-2.

To define inventory traversal

1. Create a ContainerView for virtual machines.
2. Create an ObjectSpec that uses the container view as the collection starting point.
3. Create a TraversalSpec be applied to the ContainerView to select VirtualMachine objects.
4 Create additional `TraversalSpec` objects to select additional objects.

The `SelectSet` list for the container view `TraversalSpec` has two `TraversalSpec` objects. Both specify a `VirtualMachine` object context. One object uses the network property to extend traversal to the `Network` managed object. The other uses the `resourcePool` property to extend traversal to the `ResourcePool` managed object.

5 Create `PropertySpec` objects to retrieve `VirtualMachine`, `Network`, and `ResourcePool` properties.

To retrieve properties that are embedded in data objects, the `PropertySpec.PathSet` property uses dot notation to specify the property paths.

Example 5-2. Inventory Traversal

```java
import com.vmware.vim25.*;
import java.util.*;
import javax.net.ssl.HostnameVerifier;
import javax.net.ssl.HttpsURLConnection;
import javax.net.ssl.SSLSession;
import javax.xml.ws.BindingProvider;
import javax.xml.ws.soap.SOAPFaultException;

// PropertyCollector example
// command line input: server name, user name, password

public class PCollector_traversal {

    private static void collectProperties(VimPortType methods,
            ServiceContent sContent) throws Exception {

        // Get references to the ViewManager and PropertyCollector
        ManagedObjectReference viewMgrRef = sContent.getViewManager();
        ManagedObjectReference propColl = sContent.getPropertyCollector();

        // use a container view for virtual machines to define the traversal
        // - invoke the VimPortType method createContainerView (corresponds
        //   to the ViewManager method) - pass the ViewManager MOR and
        //   the other parameters required for the method invocation
        //   (use a List<String> for the type parameter's string[])
        List<String> vmList = new ArrayList<String>(){
            vmList.add("VirtualMachine");
        }

        ManagedObjectReference cViewRef =
            methods.createContainerView(viewMgrRef,
                    sContent.getRootFolder(),
                    vmList,
                    true);

        // create an object spec to define the beginning of the traversal;
        // container view is the root object for this traversal
        ObjectSpec oSpec = new ObjectSpec();
        oSpec.setObj(cViewRef);
        oSpec.setSkip(true);

        // create a traversal spec to select all objects in the view
        TraversalSpec tSpec = new TraversalSpec();
        tSpec.setName("traverseEntities");
        tSpec.setPath("view");
        tSpec.setSkip(false);
        tSpec.setType("ContainerView");

        // add the traversal spec to the object spec;
        // the accessor method (getSelectSet) returns a reference
        // to the mapped XML representation of the list; using this
        // reference to add the spec will update the selectSet list
        oSpec.getSelectSet().add(tSpec);
    }

```

// extend from virtual machine to network
TraversalSpec tSpecVmN = new TraversalSpec();
tSpecVmN.setType("VirtualMachine");
tSpecVmN.setPath("network");
tSpecVmN.setSkip(false);

// extend from virtual machine to resourcepool
TraversalSpec tSpecVmRp = new TraversalSpec();
tSpecVmRp.setType("VirtualMachine");
tSpecVmRp.setPath("resourcePool");
tSpecVmRp.setSkip(false);

// add the network and resource pool traversal specs
// to the virtual machine traversal;
// the accessor method (getSelectSet) returns a reference
// to the mapped XML representation of the list; using this
// reference to add the spec will update the selectSet list
tSpec.getSelectSet().add(tSpecVmN);
tSpec.getSelectSet().add(tSpecVmRp);

// specify the properties for retrieval
// (virtual machine name, network summary accessible, rp runtime props);
// the accessor method (getPathSet) returns a reference to the mapped
// XML representation of the list; using this reference to add the
// property names will update the pathSet list
PropertySpec pSpec = new PropertySpec();
pSpec.setType("VirtualMachine");
pSpec.getPathSet().add("name");

PropertySpec pSpecNs = new PropertySpec();
pSpecNs.setType("Network");
pSpecNs.getPathSet().add("summary.accessible");

PropertySpec pSpecRPr = new PropertySpec();
pSpecRPr.setType("ResourcePool");
pSpecRPr.getPathSet().add("runtime.cpu.maxUsage");
pSpecRPr.getPathSet().add("runtime.memory.maxUsage");
pSpecRPr.getPathSet().add("runtime.overallStatus");

// create a PropertyFilterSpec and add the object and
// property specs to it; use the getter methods to reference
// the mapped XML representation of the lists and add the specs
// directly to the objectSet and propSet lists
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropertySet().add(pSpec);
fSpec.getPropertySet().add(pSpecNs);

// Create a list for the filters and add the spec to it
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);

// get the data from the server
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = methods.retrievePropertiesEx(propColl,fSpecList,ro);

// go through the returned list and print out the data
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        String value = null;
        String path = null;
        List<DynamicProperty> dps = oc.getPropertySet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                path = dp.getName();
                if (path.equals("name")) {

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value = (String) dp.getVal();
}
else if (path.equals("summary.accessible")) {
    // summary.accessible is a boolean
    value = String.valueOf((dp.getVal()));
}
else if (path.equals("runtime.cpu.maxUsage")) {
    // runtime.cpu.maxUsage is an xsd:long
    value = String.valueOf((dp.getVal()));
}
else if (path.equals("runtime.memory.maxUsage")) {
    // runtime.memory.maxUsage is an xsd:long
    value = String.valueOf((dp.getVal()));
}
else if (path.equals("runtime.overallStatus")) {
    // runtime.overallStatus is a ManagedEntityStatus enum
    value = String.valueOf((dp.getVal()));
}

System.out.println(path + " = " + value);
}
}
}
} //end collectProperties()

// Authentication is handled by using a TrustManager and supplying
// a host name verifier method. (The host name verifier is declared
// in the main function.)
//
// For the purposes of this example, this TrustManager implementation
// will accept all certificates. This is only appropriate for
// a development environment. Production code should implement certificate support.
private static class TrustAllTrustManager implements javax.net.ssl.TrustManager,
    javax.net.ssl.X509TrustManager {
    public java.security.cert.X509Certificate[] getAcceptedIssuers() {
        return null;
    }

    public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public void checkServerTrusted(java.security.cert.X509Certificate[] certs,
            String authType) throws java.security.cert.CertificateException {
        return;
    }

    public void checkClientTrusted(java.security.cert.X509Certificate[] certs,
            String authType) throws java.security.cert.CertificateException {
        return;
    }
}
public static void main(String[] args) throws Exception {

    // arglist variables
    String serverName = args[0];
    String userName = args[1];
    String password = args[2];
    String url = "https://"+serverName+"/sdk/vimService";

    // Variables of the following types for access to the API methods
    // and to the vSphere inventory.
    // -- ManagedObjectReference for the ServiceInstance on the Server
    // -- VimService for access to the vSphere Web service
    // -- VimPortType for access to methods
    // -- ServiceContent for access to managed object services
    ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
    VimService vimService;
    VimPortType vimPort;
    ServiceContent serviceContent;

    // Declare a host name verifier that will automatically enable
    // the connection. The host name verifier is invoked during
    // the SSL handshake.
    HostnameVerifier hv = new HostnameVerifier() {
        public boolean verify(String urlHostName, SSLSession session) {
            return true;
        }
    };

    // Create the trust manager.
    javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
    javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
    trustAllCerts[0] = tm;

    // Create the SSL context
    javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");

    // Create the session context
    javax.net.ssl.SSLSessionContext sslsc = sc.getServerSessionContext();

    // Initialize the contexts; the session context takes the trust manager.
    sslsc.setSessionTimeout(0);
    sc.init(null, trustAllCerts, null);

    // Use the default socket factory to create the socket for the secure connection
    javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

    // Set the default host name verifier to enable the connection.
    HttpsURLConnection.setDefaultHostnameVerifier(hv);

    // Set up the manufactured managed object reference for the ServiceInstance
    SVC_INST_REF.setType("ServiceInstance");
    SVC_INST_REF.setValue("ServiceInstance");

    // Create a VimService object to obtain a VimPort binding provider.
    // The BindingProvider provides access to the protocol fields
    // in request/response messages. Retrieve the request context
    // which will be used for processing message requests.
    vimService = new VimService();
    vimPort = vimService.getVimPort();
    Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();

    // Store the Server URL in the request context and specify true
    // to maintain the connection between the client and server.
    // The client API will include the Server's HTTP cookie in its
    // requests to maintain the session. If you do not set this to true,
    // the Server will start a new session with each request.
    ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
    ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);
// Retrieve the ServiceContent object and login
serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
vimPort.login(serviceContent.getSessionManager(),
    userName,
    password,
    null);

// retrieve data
collectProperties(vimPort, serviceContent);

// close the connection
vimPort.logout(serviceContent.getSessionManager());

SelectionSpec Traversal
The selectSet array in ObjectSpec and TraversalSpec objects can include TraversalSpec objects and
SelectionSpec objects. SelectionSpec is the base class for TraversalSpec objects. SelectionSpec defines
the name property. You can use a SelectionSpec object in a selectSet array as a reference to a named
TraversalSpec object. By using SelectionSpec references, you can reuse a TraversalSpec and you can
define recursive traversal.

Simple Reference SelectionSpec
Use SelectionSpec references to avoid writing duplicate TraversalSpec declarations. The TraversalSpec
identified in a SelectionSpec reference must be within the same PropertyFilterSpec. Figure 5-3 shows
the use of SelectionSpec references to a virtual machine TraversalSpec. The SelectionSpec references
are associated with Network and Datastore traversals.

Figure 5-3. SelectionSpec Reference
If the ObjectSpec.selectSet array contains a SelectionSpec, the referenced TraversalSpec must identify the same object type. TraversalSpec.type must match the type of the object specified in ObjectSpec.obj. The PropertyCollector applies the TraversalSpec to the object and use the TraversalSpec.path property to extend its traversal.

### Recursive Traversal

Use a SelectionSpec to apply a TraversalSpec to the results of its own traversal. To use a recursive filter construction, create a SelectionSpec that specifies the name of a TraversalSpec and add it to the named TraversalSpec selection set. The recursive construction extends inventory traversal beyond the paths directly represented by TraversalSpec objects.

You can use recursive traversal on any inventory objects that can be nested. See “Inventory Hierarchies and ServiceInstance” on page 40 for a general representation of the structure of an inventory. For example, on a vCenter Server, folders can nest to arbitrary depths. To describe a traversal path through a succession of folders, you can add a SelectionSpec to the Folder TraversalSpec. The SelectionSpec must reference the TraversalSpec. Figure 5-4 shows a representation of a TraversalSpec and its associated SelectionSpec for nested folder traversal.

**Figure 5-4. Recursive TraversalSpec and SelectionSpec**

![Recursive TraversalSpec and SelectionSpec](image)

Example 5-3, “Nested Folder Traversal,” on page 64 shows a Java code fragment that creates a recursive filter for nested folder traversal.

**To define recursive inventory traversal**

1. Use the SearchIndex managed object to retrieve the managed object reference for the top-level virtual machine folder.
   
   This folder is used as the beginning of the inventory traversal. For more information see “SearchIndex” on page 69.

2. Create an ObjectSpec object that references the top-level virtual machine folder.

3. Create a SelectionSpec object that references the Folder TraversalSpec by name.

4. Create a named TraversalSpec for Folder objects.
   
   The TraversalSpec.path property identifies the Folder.childEntity property for traversal to any child objects.

5. Add the SelectionSpec to the TraversalSpec to create the recursive filter.

6. Add the TraversalSpec to the ObjectSpec.

7. Create a PropertySpec for the Folder name.

8. Add the object and property specifications to the PropertyFilterSpec.

9. Call the RetrievePropertiesEx method.
Example 5-3. Nested Folder Traversal

```java
import com.vmware.vim25.*;
import java.util.*;
import javax.net.ssl.HostnameVerifier;
import javax.net.ssl.HttpsURLConnection;
import javax.net.ssl.SSLSession;
import javax.xml.ws.BindingProvider;
import javax.xml.ws.soap.SOAPFaultException;

// PropertyCollector example
// command line input: server name, user name, password

public class nestedTraversal {

    private static void collectProperties(VimPortType methods,
                                          ServiceContent sContent) throws Exception {

        // Get reference to the PropertyCollector
        ManagedObjectReference propColl = sContent.getPropertyCollector();

        // get the top-level vm folder mor
        ManagedObjectReference sIndex = sContent.getSearchIndex();
        ManagedObjectReference rootVmFolder =
            methods.findByInventoryPath(sIndex, "datacenter1/vm");

        // create an object spec to define the beginning of the traversal;
        // root vm folder is the root object for this traversal
        ObjectSpec oSpec = new ObjectSpec();
        oSpec.setObj(rootVmFolder);
        oSpec.setSkip(true);

        // folder traversal reference
        SelectionSpec sSpecF = new SelectionSpec();
        sSpecF.setName("traverseFolder");

        // create a folder traversal spec to select childEntity
        TraversalSpec tSpecF = new TraversalSpec();
        tSpecF.setType("Folder");
        tSpecF.setPath("childEntity");
        tSpecF.setSkip(false);
        tSpecF.setName("traverseFolder");

        // use the SelectionSpec as a reflexive spec for the folder traversal;
        // the accessor method (getSelectSet) returns a reference to the
        // mapped XML representation of the list; using this reference
        // to add the spec will update the list
        tSpecF.getSelectSet().add(sSpecF);

        // add folder traversal to object spec
        oSpec.getSelectSet().add(tSpecF);

        // specify the property for retrieval (folder name)
        PropertySpec pSpec = new PropertySpec();
        pSpec.setType("Folder");
        pSpec.getPathSet().add("name");

        // create a PropertyFilterSpec and add the object and
        // property specs to it; use the getter method to reference
        // the mapped XML representation of the lists and add the specs
        // directly to the lists
        PropertyFilterSpec fSpec = new PropertyFilterSpec();
        fSpec.getObjectSet().add(oSpec);
        fSpec.getPropSet().add(pSpec);
    }
}
```
// Create a list for the filter and add the spec to it
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);

// get the data from the server
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = methods.retrievePropertiesEx(propColl,fSpecList,ro);

// go through the returned list and print out the data
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        String folderName = null;
        String path = null;
        List<DynamicProperty> dps = oc.getPropSet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                folderName = (String) dp.getVal();
                path = dp.getName();
                System.out.println(path + " = " + folderName);
            }
        }
    }
}
//end collectProperties()

// Authentication is handled by using a TrustManager and supplying
// a host name verifier method. (The host name verifier is declared
// in the main function.)
/
// For the purposes of this example, this TrustManager implementation
// will accept all certificates. This is only appropriate for
// a development environment. Production code should implement certificate support.
private static class TrustAllTrustManager implements javax.net.ssl.TrustManager,
    javax.net.ssl.X509TrustManager {
    public java.security.cert.X509Certificate[] getAcceptedIssuers() {
        return null;
    }
    public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }
    public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }
    public void checkServerTrusted(java.security.cert.X509Certificate[] certs, String authType)
        throws java.security.cert.CertificateException {
        return;
    }
    public void checkClientTrusted(java.security.cert.X509Certificate[] certs, String authType)
        throws java.security.cert.CertificateException {
        return;
    }
}

public static void main(String[] args) throws Exception {
    // arglist variables
    String serverName = args[0];
    String userName = args[1];
    String password = args[2];
    String url = "https://"+serverName+"/sdk/vimService";

    // Variables of the following types for access to the API methods
    // and to the vSphere inventory.
// -- ManagedObjectReference for the ServiceInstance on the Server
// -- VimService for access to the vSphere Web service
// -- VimPortType for access to methods
// -- ServiceContent for access to managed object services
ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
VimService vimService;
VimPortType vimPort;
ServiceContent serviceContent;

// Declare a host name verifier that will automatically enable
// the connection. The host name verifier is invoked during
// the SSL handshake.
HostnameVerifier hv = new HostnameVerifier() {
    public boolean verify(String urlHostName, SSLSession session) {
        return true;
    }
};

// Create the trust manager.
javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
trustAllCerts[0] = tm;

// Create the SSL context
javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");

// Create the session context
javax.net.ssl.SSLSessionContext sslsc = sc.getServerSessionContext();

// Initialize the contexts; the session context takes the trust manager.
sslsc.setSessionTimeout(0);
sc.init(null, trustAllCerts, null);

// Use the default socket factory to create the socket for the secure connection
javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

// Set the default host name verifier to enable the connection.
HttpsURLConnection.setDefaultHostnameVerifier(hv);

// Set up the manufactured managed object reference for the ServiceInstance
SVC_INST_REF.setType("ServiceInstance");
SVC_INST_REF.setValue("ServiceInstance");

// Create a VimService object to obtain a VimPort binding provider.
// The BindingProvider provides access to the protocol fields
// in request/response messages. Retrieve the request context
// which will be used for processing message requests.
vimService = new VimService();
vimPort = vimService.getVimPort();
Map<String, Object> ctxt = ((BindingProvider) vimPort).getRequestContext();

// Store the Server URL in the request context and specify true
// to maintain the connection between the client and server.
// The client API will include the Server's HTTP cookie in its
// requests to maintain the session. If you do not set this to true,
// the Server will start a new session with each request.
ctxt.put(BindingProvider.ENDPOINT_ADDRESS_PROPERTY, url);
ctxt.put(BindingProvider.SESSION_MAINTAIN_PROPERTY, true);

// Retrieve the ServiceContent object and login
serviceContent = vimPort.retrieveServiceContent(SVC_INST_REF);
vimPort.login(serviceContent.getSessionManager(),
              userName,
              password,
              null);
Chapter 5 Property Collector

Client Data Synchronization (WaitForUpdatesEx)

To maintain a client-side representation of server object state (by monitoring the properties for the inventory), use the CreateFilter and WaitForUpdatesEx methods. The WaitForUpdatesEx method supports an incremental retrieval model.

IMPORTANT  The filters you use for incremental retrieval persist for the duration of the session or until you destroy them.

Property Filters

A PropertyCollector can have one or more associated PropertyFilter objects. A PropertyFilter has one or more associated PropertyFilterSpec objects. A PropertyFilterSpec that is used with the RetrievePropertiesEx method has a limited lifespan; the server destroys the filter after returning results to your client. For a sequence of incremental property collection operations, the WaitForUpdatesEx method relies on PropertyFilterSpec objects that are available for multiple calls to the method.

To create persistent property filter specifications, use the CreateFilter method. When you call CreateFilter, you pass a PropertyFilterSpec object to the method. The method adds the new filter to the PropertyCollector associated with the method invocation and returns a reference to the new filter. After you have created the filter, you can add additional PropertyFilterSpec objects. You cannot share a filter with a PropertyCollector in another session.

WaitForUpdatesEx

The WaitForUpdatesEx method supports a polling mechanism for property collection that is based on a specified wait time.

Specify the following parameters when you call WaitForUpdatesEx:

- Managed object reference to a PropertyCollector instance.
- version value that identifies a sequence value. The first time you call WaitForUpdatesEx, specify an empty string (“”) to retrieve a complete set of results for the specified properties. Your subsequent calls should use the version value returned in the previous call. If you don’t include the version value, the server returns everything. For more information about data versions, see “Server Data Transmission” on page 69.
- options specifying the amount of data to transmit in a single response (the WaitOptions.maxObjectUpdates property) and the number of seconds the PropertyCollector should wait for updates (the WaitOptions.maxWaitSeconds property).

The value of the WaitOptions.maxWaitSeconds property determines whether the PropertyCollector uses an instant retrieval or a polling model. When you call WaitForUpdatesEx with a wait time of 0, it checks for updates and returns immediately. When you call WaitForUpdatesEx with a wait time greater than 0, the method waits until the specified time or until a change. WaitForUpdatesEx blocks your process until updates occur or until it times out. The time-out is affected by the maxWaitSeconds value, the amount of time it takes to collect updated property values, and PropertyCollector policy.

// retrieve data
collectProperties( vimPort, serviceContent );

// close the connection
vimPort.logout(serviceContent.getSessionManager());
If the property collection operation times out, and there are no updates to the requested properties, the PropertyCollector returns null for the WaitForUpdatesEx response.

- **maxWaitSeconds** is an optional property. If you do not specify a value, the PropertyCollector waits as long as possible for updates. Therefore, if maxWaitSeconds is unset, the WaitForUpdatesEx method will block the thread after all of the data has been retrieved, waiting for the TCP connection with the vSphere server to timeout. Your code can handle this in one of the following ways: call WaitForUpdatesEx from a separate thread; look for specific updates and then stop calling the method; or change the TCP connection timeout [BindingProviderProperties.CONNECT_TIMEOUT].

- **maxWaitSeconds** set to zero specifies an immediate call and response. The PropertyCollector checks for updates for all properties specified by the union of all filters associated with that instance of the PropertyCollector. The PropertyCollector returns any results or null if there have been no updates.

- **maxWaitSeconds** greater than zero specifies a wait followed by polling. The PropertyCollector returns null if no updates are available within maxWaitSeconds.

Table 5-3 lists some of the advantages and disadvantages of these two operations.

Table 5-3. WaitForUpdatesEx Operations Compared

<table>
<thead>
<tr>
<th>Operation</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxWaitSeconds=0</td>
<td>Returns only properties that have changed since the version specified. Returns changed data only, providing better network utilization than RetrieveProperties.</td>
<td>Returns an empty set even when nothing has changed on the server. Depending on your client application, this might be inefficient.</td>
</tr>
<tr>
<td>MaxWaitSeconds&gt;0</td>
<td>Blocks thread until an update occurs. Efficient use of network resources. The only operation that you can cancel.</td>
<td>Blocks processing thread until updates occur. However, this call can be cancelled so you can monitor the time the operation is taking and cancel if necessary.</td>
</tr>
</tbody>
</table>

The WaitForUpdatesEx method returns an UpdateSet data object, the composite data structure shown in Figure 5-5.

Figure 5-5. UpdateSet Data Object Returned by WaitForUpdates Operations
Server Data Transmission

Property collection can involve the retrieval of large amounts of data, depending on the number of properties implied in the collection request. The vSphere server supports segmented data transmission, or chunking, when it sends collected data to a client. If the amount of collected data exceeds the chunk size, the server returns a chunk of data in a single response, and indicates additional data can be retrieved. For information about chunk size, see the description of the RetrieveOptions.maxObjects and WaitOptions.maxObjectUpdates properties in the vSphere API Reference.

- The WaitForUpdatesEx method returns an UpdateSet data object. The UpdateSet.truncated property indicates whether you must call WaitForUpdatesEx again to retrieve additional data. If truncated is true, the WaitForUpdatesEx method returns a version string to identify chunked data. When your client application receives an indication that additional data are available, it must send the returned UpdateSet.version string in the subsequent call to WaitForUpdatesEx to retrieve the next chunk of data.

- The RetrievePropertiesEx method returns a RetrieveResult data object. The RetrieveResult.token property indicates whether you must call the ContinueRetrievePropertiesEx method to retrieve additional data. If the token property has a value, it identifies chunked data. When your client application receives an indication that additional data are available, it must send the returned token in the subsequent call to ContinueRetrievePropertiesEx to retrieve the next chunk of data.

Version strings and tokens are sequenced. Your client application must keep track of the sequence of values. If an error interrupts the collection operation, resume the operation by using the version string or token that was submitted before the interruption.

PropertyCollector Performance

These factors can affect the performance of a PropertyCollector for any given session:

- Number of objects
- Number of properties
- Density of property data (composite, nested data objects)
- Frequency of changes to the objects and properties on the server
- Depth of traversal (number of properties traversed)

In addition, a vSphere server is affected by the number of PropertyCollector instances and the number of filters each instance is supporting across all sessions on the server.

For VirtualCenter Server 2.5, for an inventory of 2,000 virtual machines supporting about 25 client applications simultaneously, performance is acceptable up to about 12 moderately complex filters monitoring updates on all 2,000 virtual machines. If the filters include complex traversal objects, performance might degrade appreciably unless you reduce the number of filters across the system.

To minimize PropertyCollector overhead and the amount of network traffic for your client application, use View objects with the PropertyCollector. Example 5-1 illustrates using views with the PropertyCollector.

SearchIndex

The SearchIndex managed object provides a set of methods to retrieve references to managed objects in the vSphere inventory. You can search by managed objects inventory path, IP address, datastore path, DNS name, and various other identifying attributes. For example, if you know the IP address of a virtual machine, you can obtain its managed object reference by using the SearchIndex.FindByIp method. You can use SearchIndex to obtain the reference to a server object, and then use that reference as the starting object for property collection. See the sample applications SearchIndex.java and SearchIndex.cs for more information about using SearchIndex. See the vSphere API Reference for more information about SearchIndex methods.
VMware vSphere implements mechanisms to ensure that only valid users can access virtual infrastructure components. Each property and method in the API has an associated privilege requirement, and only uses with corresponding privileges can access the entities. This chapter discusses approaches to securing the system and the related service interfaces. The chapter also discusses the user model, which is different in ESX/ESXi systems and vCenter Server systems.

The chapter includes the following topics:

- “Objects for Authentication and Authorization Management” on page 71
- “Authentication and Authorization for ESX/ESXi and vCenter Server” on page 72
- “Setting Up Users, Groups, and Permissions” on page 74
- “Obtaining User and Group Information from UserDirectory” on page 75
- “Managing ESX/ESXi Users and Groups with HostLocalAccountManager” on page 76
- “Managing Roles and Permissions with AuthorizationManager” on page 77
- “Authenticating Users Through SessionManager” on page 81
- “Using the Credential Store for Automated Login” on page 81
- “Managing Licenses with LicenseManager” on page 84

See the vSphere Datacenter Administration Guide for a list of required privileges for common tasks and best practices for roles and permissions. See Appendix D, “Privileges Reference,” on page 215 for lists of privileges required to invoke operations and to read properties, and privileges defined for the administrator role.

**Objects for Authentication and Authorization Management**

VMware vSphere includes the following interfaces for authenticating users and protecting virtual infrastructure components from unauthorized access:

- **HostLocalAccountManager** is used to create and manage user accounts and groups on ESX/ESXi systems. Authenticated users can view objects or invoke operations on the server depending on the permissions associated with their account. See “Managing ESX/ESXi Users and Groups with HostLocalAccountManager” on page 76.

- **AuthorizationManager** protects vSphere components from unauthorized access. Access to components is role-based: Users and groups are assigned roles that encompass the privileges needed to view and perform operations on vSphere objects. AuthorizationManager has operations for creating new roles, modifying roles, setting permissions on entities, and handling the relationship between managed objects and permissions.

- **UserDirectory** provides a look-up mechanism that returns user-account information to AuthorizationManager or to another requestor, such as a client application. See “Obtaining User and Group Information from UserDirectory” on page 75.
SessionManager provides an interface to the authentication infrastructure on the target server system (see “Authenticating Users Through SessionManager” on page 81).

- For vCenter Server systems, SessionManager supports integration with Microsoft SSPI (Security Service Provider Interface), which enables single sign-on using Microsoft Windows local accounts or Active Directory.
- For ESX/ESXi systems, SessionManager supports authenticating user accounts as defined on the host system, such as accounts created using vSphere Client or accounts created programmatically through the HostLocalAccountManager API.
- Even if a user is authorized to perform operations on a vSphere object, the operation fails if the licenses for the host or the feature have not been assigned. You use LicenseManager and LicenseAssignmentManager to manage the licenses. See “Managing Licenses with LicenseManager” on page 84.

Authentication and Authorization for ESX/ESXi and vCenter Server

Several server-side mechanisms interactively authenticate a human user when a client application, such as the vSphere Client or a vSphere Web Services SDK application, connects to the server. Because ESX/ESXi uses Linux-based authentication, and vCenter Server is a Windows service, the two systems use different approaches for handling user accounts. Figure 6-1 shows the two different user management mechanisms associated with the VMware vSphere server.

Figure 6-1. Managed Objects for Handling User Accounts

These services work together to ensure that only authenticated users can connect to ESX/ESXi or vCenter Server systems, and that they can access only those objects—folders, virtual machines, datacenters, virtual services, and so on—for which they have the required privileges and which they are authorized to use or to view.

In addition, the vSphere Web Services SDK supports automated login through a credential store. See “Using the Credential Store for Automated Login” on page 81.

ESX/ESXi User Model

When users enter their user account and credential from a client application, the server consults the appropriate user account store and validates the authenticity of the user account and the associated credential. Currently, the credential consists of a password, but vSphere also supports certificates, such as X.509 certificates. Authenticated users can then access objects they are authorized to use. Authentication succeeds if a user identity exists as a user account on the target system or in a supported directory service.
ESX/ESXi leverages standard Linux infrastructure, including the Linux pluggable authentication module (PAM) mechanism for user account creation and management. The VMware authentication daemon (vmware-authd) is implemented as a PAM module. You can create and manage user accounts on an ESX/ESXi system by using HostLocalAccountManager.

**vCenter Server User Model**

vCenter Server is a Windows-based service that uses native Windows facilities and the Windows user model for identification and authentication. The vCenter Server Web service is associated with the Windows user account that was logged in to the machine for the vCenter Server installation process. This vCenter Server administrator account must be a member of the local Windows Administrator group on the machine. VMware recommends creating a dedicated Windows user account for installing and managing the vCenter Server system.

Other vCenter Server users who connect to the Web service must also have a Windows account on the local Administrator group.

**IMPORTANT** Even if a user with the same name exists on an ESX/ESXi host and a vCenter Server system, the two users have different accounts.

For details, see the *Datacenter Administration Guide* in the VMware vSphere documentation set.

Organizations that are using Microsoft Active Directory can use the user identities contained in a Windows 2003 Server domain controller or Active Directory service across their virtual infrastructure. Microsoft Active Directory identities are supported for all clients that run vSphere Web Services SDK applications from Windows-based systems.

VMware vSphere Web Services SDK client applications can use SSPI to authenticate to the local machine and establish a remote connection. See the *vSphere API Reference* for more information.

**vSphere Security Model**

While the details of authentication and authorization differ between ESX/ESXi and vCenter Server, the model itself is the same for both system. It relies on privileges, roles, and permissions.

**Privileges**

A privilege is a system-defined requirement associated with a VMware vSphere object. Privileges are defined by VMware. Privileges are static, and do not change for a single version of a product. Each managed object has one or more privileges that a principal (user, group member) must have to invoke an operation or to view a property. For example, managed entities such as Folder and VirtualMachine require the principal to have the System.Read privilege on the entity to view the values of its properties.

The *vSphere API Reference* includes information about privileges required to invoke operations and to view properties on the **Required Privileges** labels on the documentation page for each managed object. Privileges for vSphere components are defined as follows:

```
<group>.[<group>].privilege
```

For example:

```
Datacenter.Create
Host.Config.Connection
Host.Config.Snmp
```

A privilege might be specific to vCenter Server or to ESX/ESXi systems. For example, the Alarm.Create privilege is defined on vCenter Server. Setting alarms is done through the AlarmManager service interface, which requires a running vCenter Server system.

Privilege requirements apply to system objects regardless of how a given client application attempts to access server content (vSphere Client, CLI, or SDK). For example, you can use the following URL to access virtual machine datastore files:

```
https://<hostname>/folder[/<path>]/?dcPath=<datacenter_path>[/&dsName=<datastore_name>]
```
The URL accesses a Datastore object in the inventory. You must have privileges to access each object in the hierarchy, corresponding to the elements of the URL.

**Table 6-1. Privileges Required for Datastore Objects Apply Regardless of Access Mechanism**

<table>
<thead>
<tr>
<th>Object Associated with File</th>
<th>URL Element</th>
<th>Required Privileges</th>
</tr>
</thead>
<tbody>
<tr>
<td>Root folder</td>
<td>/folder</td>
<td>System.View</td>
</tr>
<tr>
<td>Datacenter</td>
<td>?dcPath</td>
<td>Datastore.Browse</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Datastore.FileManagement</td>
</tr>
<tr>
<td>Datastore</td>
<td>&amp;dsName</td>
<td>Datastore.Browse</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Datastore.FileManagement</td>
</tr>
<tr>
<td>Host</td>
<td>/host</td>
<td>Host.Config.AdvancedConfig</td>
</tr>
<tr>
<td></td>
<td>/tmp/</td>
<td>Host.Config.SystemManagement</td>
</tr>
</tbody>
</table>

**Roles**

A role is a predefined set of privileges. Users are granted privileges to objects through roles (see “Using Roles to Consolidate Sets of Privileges” on page 78). When you assign a user or group permissions, you pair the user or group with a role and associate that pairing with an inventory object. A single user might have different roles for different objects in the inventory.

For example, if you have two resource pools in your inventory, Pool A and Pool B, you might assign a particular user the role Virtual Machine User on Pool A and the role ReadOnly on Pool B. These assignments allow that user to turn on virtual machines in Pool A. In Pool B, the user can view the status of virtual machines, but cannot turn on virtual machines.

**Table D-3, “Privileges Granted to the Administrator Role,”** on page 224 shows a complete list of privileges encompassed by the Administrator role as defined on a vCenter Server 4.0 system.

**Permissions**

In vSphere, a permission consists of a user or group and an assigned role for an inventory object, such as a virtual machine or ESX/ESXi host. Permissions grant users the right to perform the activities specified by the role on the object to which the role is assigned.

For example, to configure memory for an ESX/ESXi host, a user must be granted a role that includes the Host.Configuration.Memory privilege. By assigning different roles to users or groups for different objects, you can control the tasks that users can perform in your vSphere environment.

Many tasks require permissions on more than one object.

**Setting Up Users, Groups, and Permissions**

Setting up users, groups, and permissions consists of these tasks:

1. Get information about privilege requirements and privileges associated with system and sample roles.
   - Find out which operations on vSphere objects require which privileges. See the API Reference.
   - Find out which operations the system roles and sample roles can perform. See Table 6-2, “System and Sample Roles,” on page 78.

2. If necessary, create additional roles (sets of privileges). See “Modifying Sample Roles to Create New Roles” on page 79.
3 Retrieve information about existing users and groups (see “Obtaining User and Group Information from UserDirectory” on page 75) and create additional groups if needed (see “Managing ESX/ESXi Users and Groups with HostLocalAccountManager” on page 76).

4 Associate users or groups with roles using permissions. See “Managing Roles and Permissions with AuthorizationManager” on page 77.

At runtime, use SessionManager to log in to the server. The SessionManager.Login method requires a user ID and password and determines what that session can access on the server.

Obtaining User and Group Information from UserDirectory

The UserDirectory managed object allows a client application to obtain information about users and groups on a VMware vSphere server. Properties and results vary, depending on whether the server is a vCenter Server or an ESX/ESXi system.

- **vCenter Server system.** Domain controller, Active Directory, or local Windows account repository.
- **ESX/ESXi host.** Linux password file in /etc/passwd on the host.

For example, vCenter Server user accounts can be managed in a Windows Active Directory server or domain controller from which the domainList property of UserDirectory is derived. For ESX/ESXi systems, the domainList property is empty.

**Figure 6-2. UserDirectory Managed Object**

UserDirectory allows you to obtain information about users and groups using the RetrieveUserGroups method. The method can obtain a list of all user accounts from the host, and can search for specific users or groups based on specific criteria to filter the results. You can search by user name, by group name, for an exact match, or for a partial string (substring).

For ESX/ESXi systems, search returns all users and groups from the passwd file. If this file contains Network Information System (NIS) or NIS+ users and groups, RetrieveUserGroups returns these accounts as well.

For vCenter Server, search is limited to the specified Windows domain. If the domain is omitted, the search is performed on local users and groups.

**IMPORTANT** Do not configure an ESX or ESXi system to use NIS or NIS+, unless it is acceptable to have NIS (or NIS+) user and group information available through the UserDirectory.RetrieveUserGroups API.
Managing ESX/ESXi Users and Groups with HostLocalAccountManager

The HostLocalAccountManager managed object supports user- and group-administration tasks. HostLocalAccountManager is available only on ESX/ESXi system.

**IMPORTANT** vCenter Server systems use the Microsoft Windows user management facilities. See “vCenter Server User Model” on page 73.

**Figure 6-3. HostLocalAccountManager Managed Object**

HostLocalAccountManager allows you manage uses and groups by using the following methods:

- **User Management.** CreateUser, RemoveUser, UnassignUserFromGroup, AssignUserToGroup, UpdateUser

- **Group Management.** CreateGroup, RemoveGroup

For those methods, you must define the HostAccountSpec data object following the requirements on the target system. Requirements include password length requirements, restrict use of dictionary words, and so on.

**To create a user account on an ESX/ESXi system**

1. Obtain a managed object reference to the HostLocalAccountManager of the target system.

2. Create a HostAccountSpec data object that defines the properties of the user account, including description and password.

   Define account names and passwords according to the configuration required by your ESX/ESXi system for user account naming conventions and password requirements, such as minimum length, character set, and other requirements.

3. Call the HostLocalAccountManager.CreateUserAccount method, passing in the managed object reference (from step 1) and the HostAccountSpec data object (step 2).

**To assign a user to a group on an ESX/ESXi system**

1. Create a HostAccountSpec data object that defines the properties of the group (description, id). No password is needed for the group.

2. Call the HostLocalAccountManager.CreateGroup method, passing in the HostAccountSpec data object.

   Now that the user and group both exist, you can add the user to the group.

3. Call the HostLocalAccountManager.AssignUserToGroup method, passing the managed object reference to the HostLocalAccountManager, the userid, and the group id in the invocation.

After creating user accounts and groups on the ESX/ESXi system, you can grant these users access to virtual components by using AuthorizationManager methods. See “Managing Roles and Permissions with AuthorizationManager” on page 77.
Managing Roles and Permissions with AuthorizationManager

AuthorizationManager is the service interface for handling permissions and roles assigned to the users and groups you define with HostLocalAccountManager. AuthorizationManager methods allow you to create, modify, and manage roles and permissions, and to obtain information about the roles and permissions defined in the system. If a predefined role does not meet your needs, define a new one that contains only the minimum set of required privileges.

The AuthorizationManager also allows access and prevents access to specific server objects based on the permissions associated with the object.

AuthorizationManager includes methods for managing roles and for managing permissions:


- **Permissions Management.** MergePermissions, RemoveEntityPermission, ResetEntityPermissions, RetrieveAllPermissions, RetrieveEntityPermissions, RetrieveRolePermissions, and SetEntityPermissions. See “Granting Privileges Through Permissions” on page 79.

Figure 6-4 shows these methods in a UML diagram for AuthorizationManager and some of its associated data objects.

Figure 6-4. AuthorizationManager Managed Object

![UML diagram for AuthorizationManager](image-url)
AuthorizationManager properties allow access to information. For example:

- The privilegeList property returns a list of all privileges defined on the system, as an array of AuthorizationPrivilege data objects. Privileges are defined by VMware, on the objects and properties contained in the system. These privileges are fixed and cannot be changed by client applications. See Appendix D, “Privileges Reference,” on page 215 for lists of privileges.

- The roleList property returns a list of all currently defined roles, including the system-defined roles, as an array of AuthorizationRole data objects.

### Using Roles to Consolidate Sets of Privileges

A role is a named set of one or more privileges. A role is normally defined for a group of people who have common responsibilities in the system, for example, administrators. Each role can have zero to multiple privileges. ESX/ESXi defines system roles and user roles.

- **System roles.** Cannot be modified or deleted.

- **User roles.** Apply to different user communities or restrict access for add-on tools. Several predefined user roles are included with vCenter Server and with ESX/ESXi systems. You can create new roles using these predefined user roles as a starting point.

Table 6-2 describes these two types of roles in more detail and lists currently available roles as examples.

#### Table 6-2. System and Sample Roles

<table>
<thead>
<tr>
<th>Type</th>
<th>Role name</th>
<th>Role ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>System Roles</td>
<td>Administrator</td>
<td>-1</td>
<td>Superuser access. Encompasses the set of all defined privileges. See Table D-3, “Privileges Granted to the Administrator Role,” on page 224 for an example list from a vCenter Server system. This role cannot be deleted. By default, the Administrator role is granted to the user or group that owns the root node.</td>
</tr>
<tr>
<td></td>
<td>Anonymous</td>
<td>-4</td>
<td>Cannot be granted. Default access role associated with any user account that has logged in.</td>
</tr>
<tr>
<td></td>
<td>No Access</td>
<td>-5</td>
<td>No access. Explicitly denies access to the user or group with this role. Assigning this role to a user account prevents the user from seeing any objects. Use the No Access role to mask subobjects under a higher-level object that has propagated permissions defined.</td>
</tr>
<tr>
<td></td>
<td>Read-Only</td>
<td>-2</td>
<td>Read-only access. Encompasses the set of all nonmutable privileges. (System.Anonymous, System.Read, and System.View). Equivalent to a user role with no permissions. Users with this role can read data or properties and call query methods, but cannot make changes to the system.</td>
</tr>
<tr>
<td>Sample Roles</td>
<td>Virtual Machine</td>
<td>1</td>
<td>Set of privileges necessary to manage virtual machines and hosts within the system.</td>
</tr>
<tr>
<td></td>
<td>Administrator</td>
<td></td>
<td>Set of privileges necessary to manage virtual machines.</td>
</tr>
<tr>
<td></td>
<td>Datacenter Administrator</td>
<td>2</td>
<td>Set of privileges necessary to manage resources, but not interact with virtual machines.</td>
</tr>
<tr>
<td></td>
<td>Virtual Machine Provider</td>
<td>3</td>
<td>Set of privileges necessary to provision resources.</td>
</tr>
<tr>
<td></td>
<td>Virtual Machine Power User</td>
<td>4</td>
<td>Set of privileges for a virtual machine user that can also make configuration changes and create new virtual machines.</td>
</tr>
<tr>
<td></td>
<td>Virtual Machine User</td>
<td>5</td>
<td>Set of privileges necessary to use virtual machines only. Cannot reconfigure virtual machines.</td>
</tr>
<tr>
<td></td>
<td>ResourcePool Administrator</td>
<td>6</td>
<td>Available on vCenter Server systems only.</td>
</tr>
<tr>
<td></td>
<td>VMware Consolidated</td>
<td>7</td>
<td>Available on vCenter Server systems only. Set of privileges necessary to run the Consolidated Backup Utility.</td>
</tr>
<tr>
<td></td>
<td>Backup Utility</td>
<td></td>
<td>Set of privileges necessary to run the Consolidated Backup Utility.</td>
</tr>
</tbody>
</table>
Modifying Sample Roles to Create New Roles

The system roles listed in Table 6-2 cannot be modified or deleted. However, you can create new roles, or modify the sample roles.

To create new roles using the API

1. Starting with the ServiceContent object in ServiceInstance.content, obtain a managed object reference to the AuthorizationManager for the server.

2. Invoke the AddAuthorizationRole method. Parameters are a reference to AuthorizationManager, a name for the role (as a string), and an array of privileges (array of strings) that should be assigned to the role.

   AddAuthorizationRole returns an integer (xsd:int) value for the roleId that the system assigns to the newly defined role.

3. In subsequent code, use the roleId to assign the role to specific users or groups.

Granting Privileges Through Permissions

When you use one of the AuthorizationManager objects to assign or modify permissions, you use a Permission data object. Permission associates a principal with a set of privileges. A permission identifies:
- The user or group (principal) to which the permission applies.
- The role containing the privileges that should be granted to the user or group.
- The managed object reference to the entity to which the permission applies.

Every managed entity has at least one Permission object associated with it. A managed entity can have more than one Permission assigned to it, effectively granting different privileges to different users or groups. Permissions are defined for managed entities either explicitly or through inheritance.

Obtaining Information About Permissions

Users with the Administrator role can obtain information about Permission objects at different levels of detail.
- For an array of Permission objects, call the AuthorizationManager.RetrieveAllPermissions method.
- For specific inventory objects, such as managed entities, folders, datacenters, or virtual services, call the AuthorizationManager.RetrieveEntityPermissions method.
- For a role defined in the system, call the AuthorizationManager.RetrieveRolePermissions method. See the vSphere API Reference.

Setting, Changing, or Deleting Permissions

The Permission data object associates the privileges required to perform an action on an object with the principals (user, group). Principals have privileges through their role. To set or update permissions on an object, use the AuthorizationManager.SetEntityPermissions method.

To set permissions on an entity

1. Obtain a reference to the AuthorizationManager for the server from the ServiceContent object associated with the ServiceInstance. For example:
   ```java
   ManagedObjectReference hostAuthorizationManager = service.getAuthorizationManager();
   ```

2. Create a Permission data object that identifies the user (or group) name, the role, the entity to which the permission should apply, and whether the permission should be applied to the entity's children.
For example, the following code fragment creates a permission on the root folder of the inventory granting a user Administrator role to the root folder and all its children.

```
Permission per = new Permission();
per.setGroup(false);
per.setPrincipal("new_user_name");
per.setRoleId(-1);
per.setPropagate(true);
per.setEntity(rootFolder);
```

Permissions cannot be set directly on children in a complex entity. For complex entities, set permissions on the parent entity and set the propagate flag to true to apply permissions to the child entities.

To replace existing permissions with a new set of permissions, use the AuthorizationManager.ResetEntityPermissions method.

### Impact of Group Membership on Permissions

Users can be members of multiple groups. The system handles multigroup membership as follows:

- Permissions are applied to inventory objects from the containing object to each of its child entities.
- If a user has no explicit user-level permissions, group-level permissions apply as if granted to the user directly.
- Membership in multiple groups with permissions on the same object results in a union of permissions.
- User-level permissions always take precedence over group-level permissions.

### Applying Permission to a Managed Entity

**Example 6-1** shows some of the code required to create a user account and apply a permission to an entity that grants access to the user account based on a role. The role with role ID 4, assigned in this example, is defined as a “Virtual Machine Power User.” The sample uses AuthorizationManager to grant permissions to the user and to associate the permission with the managed entity in the inventory—in this example, the rootFolder. The example uses the apputil helper classes to access the objects.

#### Example 6-1. Creating a User Account

```
...  
ManagedObjectReference _authManRef = _sic.getAuthorizationManager();
public class CreateUser {
  private static AppUtil appUtil= null;
  private void createUser() throws Exception {
    ManagedObjectReference hostLocalAccountManager =
      appUtil.getConnection().getServiceContent().getAccountManager();
    ManagedObjectReference hostAuthorizationManager =
      appUtil.getConnection().getServiceContent().getAuthorizationManager();
    // Create a user
    HostAccountSpec hostAccountSpec = new HostAccountSpec();
    hostAccountSpec.setId(userName);
    hostAccountSpec.setPassword(password);
    hostAccountSpec.setDescription("my delegated admin auto-agent software");
    appUtil.getConnection().getService().createUser(hostLocalAccountManager, hostAccountSpec);
    ManagedObjectReference rootFolder = appUtil.getConnection().getServiceContent().getRootFolder();
    Permission permission = new Permission();
    permission.setGroup(false);
    permission.setPrincipal(userName);
    // Assign the Virtual Machine Power User role
    permission.setRoleId(4);
    permission.setPropagate(true);
    permission.setEntity(rootFolder);
    appUtil.getConnection().getService().setEntityPermissions(hostAuthorizationManager, rootFolder,
      new Permission [] {permission});
  }
...  
```
Authenticating Users Through SessionManager

The SessionManager managed object controls user access to the server. SessionManager includes methods for logging in to the server, obtaining a session, and logging out. The SessionManager defines the lifetime and visibility of many objects. Session-specific objects are not visible outside the session in which they are created.

**IMPORTANT** Each user session uses system resources and creates locks on the server side. Too many concurrent sessions can slow down the server. By default, vCenter Server terminates a session after 30 minutes.

Upon successful authentication of a user account, SessionManager returns a UserSession object to the client application. The session is associated with that user account for the duration of the session. The client application can save the session locally, to a secure file, and reuse the session later to reconnect to the server. You can also configure an ESX/ESXi or vCenter Server system to support local sessions, which enable users with credentials on the host to log in based on those privileges.

The SessionManager provides these capabilities:

- **Log in and log out.** Basic operations to log in to ESX/ESXi or vCenter Server system, obtain a session, and log out. When a session terminates, all session-specific objects are destroyed.

- **Impersonation.** One user session adopts the authorization level of another user session. Impersonation is common in Web based scenarios in which a middle-tier application functions as a central account that interacts with other back-end servers or processes. Windows services impersonate a client when accessing resources on behalf of the client. SessionManager supports impersonation through its ImpersonateUser method.

- **Delegation.** A client application that is running on behalf of a local user can call the SessionManager.AcquireLocalTicket method to obtain a one-time user name and password for logging in. Delegation is useful for host-based utilities that run in the local console.

If the user account associated with the session does not have the permissions required to perform an action, the AuthorizationManager returns a NoPermission fault to the client application.

Using the Credential Store for Automated Login

To facilitate automated login for unattended applications, the vSphere Web Services SDK includes client-side credential store libraries and tools for automating the login process in a more secure manner. The libraries eliminate the need for system administrators to keep passwords in local scripts.

**IMPORTANT** These libraries are built on top of the vSphere Web Services SDK.

The credential store has the following components:

- A persistence file (credential store backing file) that stores authentication credentials. Currently, only passwords are supported. The persistence file maps a remote user account from an ESX/ESXi host to the password for that user on the server.

- C#, Java, and Perl libraries for managing the credential store programmatically. See Table 6-4 for available methods.

- Java and Microsoft PowerShell-based command-line utilities for managing the credential store.

In addition to the libraries listed in Table 6-3, the vSphere Web Services SDK includes the CredentialStoreAdmin tool for creating, examining, and managing the credential store. You can use the tool to examine the contents of the credential store, for example, the generated user accounts and passwords.
If you use the credential store client libraries, shown in Table 6-3 in an application, you must set up the credential store on all client machines that run your application.

Table 6-3. Credential Store Client Libraries

<table>
<thead>
<tr>
<th>Package</th>
<th>Namespace</th>
</tr>
</thead>
<tbody>
<tr>
<td>com.vmware.security.credstore (Java)</td>
<td>VMware.Security.CredentialStore (C#)</td>
</tr>
<tr>
<td>CredentialStore.java</td>
<td>CredentialStoreFactory.cs</td>
</tr>
<tr>
<td>CredentialStoreFactory.java</td>
<td>CredentialStore.cs</td>
</tr>
</tbody>
</table>

Several of the helper classes provided with the sample applications use the credential store mechanism.

Credential Store Methods

Table 6-4. Credential Store Client Methods

<table>
<thead>
<tr>
<th>Java</th>
<th>C#</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>addPassword(hostname, username, password)</td>
<td>AddPassword(hostname, username, password)</td>
<td>Stores the password for the specified host and user. Overwrites any existing password for that user in the credential store. Creates the default credential store backing file in the default location (if it does not exist).</td>
</tr>
<tr>
<td>removePassword(hostname, username)</td>
<td>RemovePassword(hostname, username)</td>
<td>Deletes the password for the specified user from the credential store.</td>
</tr>
<tr>
<td>clearPasswords()</td>
<td>ClearPasswords()</td>
<td>Deletes all passwords from the credential store.</td>
</tr>
<tr>
<td>getPassword(hostname, username)</td>
<td>GetPassword(hostname, username)</td>
<td>Returns the password for the specified host and user from the credential store.</td>
</tr>
<tr>
<td>getHosts()</td>
<td>GetHosts()</td>
<td>Returns the set of hosts contained in the credential store.</td>
</tr>
<tr>
<td>get_usernames(hostname)</td>
<td>Get_usernames(hostname)</td>
<td>Returns the collection of all user names that have passwords stored for the specified hostname.</td>
</tr>
<tr>
<td>close()</td>
<td>Close()</td>
<td>Closes the credential store, preventing further method invocations. Releases associated resources.</td>
</tr>
</tbody>
</table>

Credential Store Backing File

The credential store backing file is an XML file that is saved locally on the client machine for access at runtime. Unless otherwise specified, the backing file is located in the following location:

- **Linux.** $HOME/.vmware/credstore/vicredentials.xml
- **Windows Vista.** C:\Users\[user_name]\AppData\Roaming\VMware\credstore\vicredentials.xml
- **Windows XP and Windows 2000.**
  C:\Documents and Settings\[user_name]\Application Data\VMware\credstore\vicredentials.xml

The credential store persists locally on a per-user basis—each user has his or her own credential store backing file.

**CAUTION** The credential store backing files use filesystem-level permissions to ensure that passwords remain confidential. Protect the credential store backing file with appropriate file permissions.
Example 6-2 shows the XML elements that are read and written to the file.

Example 6-2. Credential Store File Format

```xml
<?xml version="1.0" encoding="UTF-8"?>
<viCredentials>
  <version>1.0</version>
  <passwordEntry>
    <host>mi6.vmware.com</host>
    <username>agent007</username>
    <password>$IhWS1saIhtsw2FbIh0w2F2...</password>
  </passwordEntry>
  ...
  ...
</viCredentials>
```

Credential Store Samples

The CreateUser and SimpleAgent sample applications demonstrate how to use the credential store client libraries.

- The CreateUser sample creates a user account and password for the server based on random-number-generation scheme. The sample populates the local credential store backing file with this information. If the backing file does not exist, it is created in the default location.

When you run CreateUser, specify the name of an ESX/ESXi system, and an administrator user name and password. A user account name and password are created on the server. Specify --ignorecert unless your system has a secure connection to the target. Do not use --ignorecert in a production environment.

```bash
java com.vmware.samples.simpleagent.CreateUser --server <servername> --url https://<servername>/sdk --username <adminuser> --password <pwd> --ignorecert ignorecert
```

⚠️ CAUTION The CreateUser sample application is for demonstration purposes only and should not be used as a model for production code. The sample breaks the principle of least privilege by granting the user account the Administrator role (-I). Never do this in a production environment.

- The SimpleAgent sample application demonstrates how to use credential store libraries to extract the user account and password at runtime to authenticate a user noninteractively.

```bash
java com.vmware.samples.simpleagent.SimpleAgent <servername>
```

Specifying Roles and Users with the Credential Store

VMware recommends that you apply the principle of least privilege to any agent-like software or automated application that uses the credential store in a production environment. Give user accounts the minimal number of privileges on the system that they require to do their jobs.

Specify roles and users as follows:

1. For each SDK-based application, use one specific role, newly created or predefined, that has appropriate privileges.

For example, if you are developing an agent-like application to automatically start the VMware Consolidated Backup utility, you might use the “VMware Consolidated Backup Utility” role (roleID 7).

If no predefined user role that meets the needs of your application exists, create a role with only those privileges needed for the application. See Table 6-2, “System and Sample Roles,” on page 78 for more information about roles.

2. Create a user account for use with the agent or application.
3 Apply the role created in Step 1 to the user account created in Step 2.
4 Store the user account and password in the credential store, using the CredentialStoreAdministration tool.

Never grant administrator privileges to a user account associated with an automated script or software agent, especially one that uses the credential store.

Managing Licenses with LicenseManager

When you want perform tasks in the vSphere environment, you must have licenses to do so. Licensing applies to ESX/ESXi hosts, vCenter Server, and special features such as VMware HA or VMware vMotion.

The vSphere Datacenter Administration Guide explains how to manage ESX/ESXi and vCenter Server licenses using the vSphere Client, and gives background information about license keys, license inventory, and related topics.

You can also manage licenses using the LicenseManager and LicenseAssignmentManager managed objects. You use LicenseManager to explicitly manage the pool of available licenses on ESX/ESXi systems released before vSphere 4.0. You use LicenseAssignmentManager, available through the LicenseManager.licenseAssignmentManager property, to manage assignment of licenses to entities in the vCenter Server inventory. You can retrieve information, add licenses, and remove licenses.

Retrieve Information
- Retrieve the LicenseManager.evaluation and LicenseManager.licenses properties to obtain information on evaluation licenses and full licenses.
- Call LicenseManager.DecodeLicense to decode license information. The call returns a LicenseManagerLicenseInfo data object, which encapsulates information about the license.
- Call LicenseAssignmentManager.QueryAssignedLicenses for information about assigned licenses.

Add Licenses
- Call LicenseManager.AddLicense, passing in a license key, to add a license to the inventory of available licenses.
- Call LicenseAssignmentManager.UpdateAssignedLicense, passing in a license key, to update the licenses for an entity, for example, a host system.

Remove Licenses
- Call LicenseAssignmentManager.RemoveAssignedLicense to remove all licenses from an entity, passing in an entity to remove licenses from. You can then assign those licenses to other entities.
- Call LicenseManager.RemoveLicense, passing in a license key, to remove a license from the inventory of available licenses.
Many of the operations in your vSphere environment involve setting up the ESX/ESXi hosts on which the virtualization layer runs. You can set up storage (see Chapter 8, “Storage,” on page 89) and networking (see Chapter 9, “Networking,” on page 103), and those settings directly affect the virtual machine. You must also manage other aspects of the host, as discussed in this chapter.

The chapter includes the following topics:

- “Host Management Objects” on page 85
- “Retrieving Host Information” on page 85
- “Configuring and Reconfiguring Hosts” on page 86
- “Managing the Host Lifecycle” on page 87
- “Querying and Changing the Host Time” on page 88
- “Querying Virtual Machine Memory Overhead” on page 88

**IMPORTANT** See the ESX Configuration Guide and the ESXi Configuration Guide for important information on security considerations, not included here.

### Host Management Objects

The vSphere Web Services SDK includes several objects for host management.

The central object is HostSystem. Each property of HostSystem is a data object that encapsulates some information about the host. For example, the capability property is a HostCapability object, the runtime property is a HostRuntimeInfo object. See the API Reference for a list of the properties and the corresponding data objects.

HostSystem methods allow you to perform certain tasks on ESX/ESXi hosts. However, many tasks are not performed through HostSystem methods, but through methods in managed objects related to HostSystem. For example, you manage the host time using the HostDateTimeSystem and you manage kernel modules using HostKernelModuleSystem.

### Retrieving Host Information

You retrieve information about the host by accessing data objects defined for the HostSystem.

- HostSystem.capability is a HostCapability object. The HostCapability properties indicate the features that are supported by the host, for example, maintenanceModeSupported or recursiveResourcePoolsSupported.

- HostSystem.runtimeInfo is a HostRuntimeInfo object that contains several data objects with detailed information about the current state of the host. You can, for example, extract the health status as a HealthSystemRuntime object or the power state as a HostPowerState object.
HostSystem.hardware is a HostHardwareInfo object that allows you to retrieve the host's hardware configuration including CPU and NUMA information and memory size.

HostSystem.config is a HostConfigInfo object. This data object type encapsulates a typical set of host configuration information that is useful for displaying and configuring a host. You can access the HostConfigInfo object only on managed hosts, and only if the host is connected.

HostSystem has several additional properties that allow you to directly access the virtual machines, datastores, and networks associated with that system.

The QueryHostConnectionInfo, QueryMemoryOverhead, and QueryMemoryOverheadEx methods are available for information retrieval.

Figure 7-1. HostSystem and Information Properties

Configuring and Reconfiguring Hosts

When you configure or reconfigure an ESX/ESXi host, you usually do not use the methods in HostSystem directly, but work with managed objects available for configuration of that part of the system. For example, HostNetworkSystem allows you to configure the network, and HostAuthorizationManager is for managing users, groups, and permissions on a host. The objects and related methods are discussed in the corresponding chapters of this guide.

Some methods are defined locally in HostSystem. See the vSphere API Reference for details on each method.

- **CIM Management** – AcquireCimServicesTicket. For additional information on using vSphere with CIM, see the VMware CIM APIs documentation.
- **Host Lifecycle** – RebootHost_Task, ShutdownHost_Task, PowerDownHostToStandBy_Task, PowerUpHostFromStandBy_Task, DisconnectHost_Task, ReconnectHost_Task. See “Managing the Host Lifecycle” on page 87.
- **Maintenance Mode** – EnterMaintenanceMode_Task, ExitMaintenanceMode_Task.
- **Updates** – UpdateFlags, UpdateIpmi, UpdateSystemResources.
Managing the Host Lifecycle

A host’s lifecycle depends in part on whether the host is a standalone host or managed by a vCenter Server system.

Reboot and Shutdown

You can reboot and shut down managed and standalone hosts. The ShutdownHost_Task method is not supported on all hosts. Check the host capability shutdownSupported.

You can call both methods with a force parameter, which specifies whether to reboot hosts even when virtual machines are running or other operations are in progress on the host. If you set the parameter to false, hosts are rebooted only when they are in maintenance mode.

- ShutdownHost_Task – Shuts down a host. If connected directly to the host, the client never receives an indicator of success in the returned task, but temporarily loses connection to the host. If the method does not succeed, an error is returned.
- RebootHost_Task – Reboots a host. If the command is successful, then the host has been rebooted. Clients connected directly to the host do not receive an indication of success in the returned task, but temporarily lose connection to the host. If the method does not succeed, an error is returned.

Using Standby Mode

Standby is a power state in which the host does not support provisioning or power on of virtual machines. VMware power management module might evacuate and put a host in standby mode to save power. The host can be powered up remotely by using PowerUpHostFromStandBy_Task.

The following methods support standby mode. Both methods are cancelable.

- PowerDownHostToStandBy_Task – Puts the host in standby mode, a mode in which the host is in a standby state from which it can be powered up remotely. The command is only supported on hosts on which the host capability standbySupported is true.
  While this task is running, no virtual machines can be powered on and no provisioning operations can be performed on the host.
  Calling this method does not directly initiate any operations to evacuate or power down powered-on virtual machines. However, if VMware DRS is enabled, the vCenter Server migrates powered-off virtual machines or recommends migration to a different host, depending on the automation level. If the host is part of a cluster and the task is issued with a vCenter Server target with the method’s evacuatePoweredOffVms parameter set to true, the task does not succeed unless all the powered-off virtual machines are reregistered to other hosts.
- PowerUpHostFromStandBy_Task – Takes the host out of standby mode. If the command is successful, the host wakes up and starts sending heartbeats. This method might be called automatically by VMware DRS to add capacity to a cluster, if the host is not in maintenance mode.

Disconnecting and Reconnecting Hosts

You can make a host a managed host by adding it to the vCenter Server system. You can later disconnect and reconnect the host, for example, to refresh the agents.

You can use the following methods, which are only supported if you access the host through a vCenter Server system.

- QueryHostConnectionInfo – Returns a HostConnectInfo object, which is the same object that the Datacenter.QueryConnectionInfo returns. The information in this object can be used by a connection wizard, like the wizard used in the vSphere Client.
- DisconnectHost_Task – Disconnects from a host and instructs the vCenter Server system to stop sending heartbeats to the host.
ReconnectHost_Task – Reconnects a host to the vCenter Server system. This process reinstallation agents and reconfigures the host, if it has gotten out of sync with the server. The reconnection process checks for the correct set of licenses and for the number of CPUs on the host, ensures the correct set of agents is installed, and ensures that networks and datastores are discovered and registered with the vCenter Server system.

Client applications can change the IP address and port of the host when doing a reconnect operation. This can be useful if the client wants to preserve existing metadata, such as statistics, alarms, and privileges, even though the host is changing its IP address.

### Querying and Changing the Host Time

The HostDateTimeSystem supports date and time related configuration on a host and supports NTP configuration. See also "Adding an NTP Service" on page 110.

The HostDateTimeSystem.dateTimeInfo property allows you to retrieve and set date and time information. The HostDateTimeInfo data object's properties contain two data object for date time management:

- HostNTPConfig contains a list of NTP servers for use by the host.
- HostDateTimeSystemTimeZone specifies the time zone including the GMT offset, identifier for the time zone, and name.

You can also query the host's time information by calling one of the HostDateTimeSystem methods.

- QueryAvailableTimeZones – Retrieves the list of available timezones on the host. The method uses the public domain tz timezone database. The method returns an array of HostDateTimeSystemTimeZone objects.
- QueryDateTime – Returns the current date and time on the host.

You can modify the host's date time information by calling one of the following HostDateTimeSystem methods:

- RefreshDateTimeSystem – Refreshes the date and time related settings to pick up any changes that might have occurred.
- UpdateDateTime – Updates the date and time on the host using the date and time passed into the method. Use with caution. Network delays or execution delays can result in time skews.
- UpdateDateTimeConfig – Updates the date and time configuration of the host. You call this method with a HostDateTimeConfig parameter, which allows you to specify both the NTP configuration and the time zone.

### Querying Virtual Machine Memory Overhead

Each virtual machine you power on requires a certain amount of memory for its use. In addition, the host must have some memory overhead available for each virtual machine. To find out about memory overhead, call the HostSystem.QueryMemoryOverheadEx method. The method takes a virtualMachineConfigInfo data object as an argument, and determines the amount of overhead necessary to power on a virtual machine with those characteristics.

The methods returns the amount of memory required, in bytes.
A virtual machine uses a virtual disk to store its operating system, program files, and other data. A virtual disk is a large physical file, or a set of files, that can be copied, moved, archived, and backed up like other files. To store and manipulate virtual disk files, a host requires dedicated storage space. ESX/ESXi supports storage in multiple ways. Hosts that are managed by a vCenter Server system can share storage.

The chapter includes the following topics:

- “Storage Management Objects” on page 89
- “Introduction to Storage” on page 90
- “Choosing the Storage API to Use” on page 92
- “Configuring Disk Partitions” on page 93
- “Creating and Managing Datastores” on page 96
- “Managing VMFS Volume Copies (Resignaturing)” on page 99
- “Managing Diagnostic Partitions” on page 100
- “Sample Code Reference” on page 101

Any type of network-attached storage requires complete configuration of networking in the VMkernel to support network-based access to the storage media. The VMkernel requires its own IP address. See Chapter 9, “Networking,” on page 103.

### Storage Management Objects

You can access the objects that support storage management through the `HostSystem` managed object.

- **HostStorageSystem** – The `HostSystem.storageSystem` property is a managed object reference to the `HostStorageSystem` of the ESX/ESXi system. `HostStorageSystem` is a low-level interface that is used mainly for configuring the physical storage. See “Configuring Disk Partitions” on page 93.

- **HostDatastoreSystem** – The `HostSystem.datastoreSystem` property is a managed object reference to a `HostDatastoreSystem` managed object. `HostDatastoreSystem` methods allow you to create, configure, extend, and remove datastores. While `HostStorageSystem` supports access and configuration of physical storage, `HostDatastoreSystem` supports access and configuration of logical storage through the volumes (Datastore managed objects) the host can use for virtual machines. See “Creating and Managing Datastores” on page 96.

- **HostDatastoreBrowser** – Provides access to the contents of one or more datastores. The items in a datastore are files that contain configuration, virtual disk, and other data associated with a virtual machine.
Datastore – The Datastore managed entity provides methods for mounting datastores, browsing datastores, and obtaining information about the datastores associated with a virtual machine. See “Creating and Managing Datastores” on page 96.

HostDiagnosticPartition – Supports creating and querying diagnostic partitions for your ESX/ESXi host. See “Managing Diagnostic Partitions” on page 100.

Introduction to Storage

The VMware vSphere storage architecture consists of layers of abstraction that hide and manage the complexity and differences of physical storage subsystems, shown in Figure 8-1.

Figure 8-1. Storage Architecture

How Virtual Machines Access Storage

Virtual machines use virtual disks for their operating system, application software, and other data files. A virtual disk is stored as a VMDK file on a datastore. The virtual disk hides the physical storage layer from the virtual machine’s operating system. Regardless of the type of storage device that your host uses, the virtual disk always appears to the virtual machine as a local SCSI device. As a result, you can run operating systems that are not certified for specific storage equipment, such as SAN, in the virtual machine.

When a virtual machine communicates with its virtual disk stored on a datastore, it issues SCSI commands. Because datastores can exist on different types of physical storage, these commands are encapsulated into other forms, depending on the protocol that the ESX/ESXi host uses to connect to the physical storage device.

To the applications and guest operating systems running on each virtual machine, the storage subsystem appears as a virtual SCSI controller connected to one or more virtual SCSI disks as shown in the top half of Figure 8-1. These controllers are the only types of SCSI controllers that a virtual machine can see and access, and include the objects that extend VirtualSCSIController:

- ParaVirtualSCSIController
- VirtualBusLogicController
- VirtualLsiLogicController
- VirtualLsiLogicSASController
How precisely a virtual machine accesses storage depends on the setup of the host. Figure 8-2 gives an overview of the different possibilities.

**Figure 8-2. Storage API Architecture**

**Datastores**

A datastore is a manageable storage entity, usually used as a repository for virtual machine files including log files, scripts, configuration files, virtual disks, and so on. vSphere supports two types of datastores, VMFS and NAS.

- If you want to use a NAS volume, mount it using `CreateNasDatastore` and unmount it using `RemoveDatastore`. The two commands are host specific, you must invoke the create and remove methods on each host on which you want to mount or unmount the datastore.

- To create a VMFS datastore, call `CreateVmfsDatastore`, passing in any existing disk. As a result of the call, the disk is formatted with VMFS and the datastore is automounted on all ESX/ESXi hosts on which the disk is visible the next time you perform a rescan. When you call `RemoveDatastore` on a VMFS datastore, the datastore is destroyed. After a rescan, the datastore is no longer available to any ESX/ESXi systems. In contrast to NAS datastores, you do not have to invoke a methods for creation and removal of the datastore on each host.

An ESX/ESXi host automatically discovers the VMFS volume on attached Logical Unit Numbers (LUNs) on startup and after re-scanning the host bus adapter. When you create a VMFS datastore, the datastore label is based on the VMFS volume label. If there is a conflict with an existing datastore, the label is made unique by appending a suffix. The VMFS volume label remains unchanged.

Destroying a VMFS datastore removes the partitions that compose the VMFS volume.
Datastores can span multiple physical storage devices. A single VMFS volume can contain one or more LUNs from a local SCSI disk array on a physical host, a Fibre Channel SAN disk farm, or iSCSI SAN disk farm. The ESX/ESXi system detects new LUNs that are added to any of the physical storage subsystems. When the user queries for a list of available devices, the newly discovered devices are included. You can extend storage capacity on an existing VMFS volume without powering down physical hosts or storage subsystems.

If any of the LUNs within a VMFS volume fails or becomes unavailable, only virtual machines with data on that LUN are affected. An exception is the LUN that has the first extent of the spanned volume (multi-extent volume). All other virtual machines with virtual disks residing on other LUNs continue to function normally.

Choosing the Storage API to Use

The HostStorageSystem APIs are low-level enough for performing VMFS provisioning operations. They require a knowledge of partitioning details and VMFS extent composition. They do not enforce VMFS best practices like partition alignment and optimum VMFS block sizes, and they allow you to mix extents from different datastores on the same LUN and to add extents even though expansion is preferable in most cases.

The HostDatastoreSystem APIs are primarily used for managing VMFS volume. They don't require an in-depth knowledge of storage systems, and do enforce best practices.

Figure 8-3 gives an overview of the different APIs; Table 8-1 shows which tasks are commonly performed with which API.

Figure 8-3. Storage APIs
### Configuring Disk Partitions

**HostStorageSystem** manages low-level storage components including HBAs, SCSI LUNs, file system volumes, and so on. You can use this API to set up the partitions before creating, extending, or expanding a VMFS file system. See “Setting Up Disk Partitions” on page 98.

- **ComputeDiskPartitionInfo** – Computes the disk partition information based on the specified disk layout. The server computes a new **HostDiskPartitionInfo** object for a specific disk using the layout that is specified by the **HostDiskPartitionLayout** object. Inside the **HostDiskPartitionLayout** object, you specify the list of block ranges for that partition, and optionally the total number and size of the blocks. You can then use that information inside the **HostDiskPartitionSpec** when updating a disk partition.

- **ComputeDiskPartitionInfoForResize** – Computes the disk partition information to support resizing a given partition. Returns the resized disk partition information as a **HostDiskPartitionInfo** object. You can then use that information inside the **HostDiskPartitionSpec** when resizing the disk partition.

- **RetrieveDiskPartitionInfo** – Allows you to specify an array of device path names that identify disks and returns an array of **HostPartitionInfo** objects for each of those disks.

- **UpdateDiskPartitions** – Changes the partitions on a disk by supplying a partition specification (**HostDiskPartitionSpec**) and device name.

After you have updated the disk partitions for the host, you must perform a rescan by using one of the following methods. Complete rescans might take a long time.

- **RefreshStorageSystem** – Refreshes the storage information and settings to pick up changes, but does not explicitly issue commands to discover new devices.

- **RescanAllHba** – Rescans all host bus adapters for new storage devices. This method might take a long time.

- **RescanHba** – Rescans a specific host bus adapter for new devices.

**HostStorageSystem** methods are also used for setting up iSCSI storage. See “Configuring iSCSI Storage” on page 94.
Multipath Management

The *ESXi Configuration Guide* and *ESX Configuration Guide* include an extensive discussion of using multipathing for failover and load balancing. You can manage multipathing using the vSphere Client, the esxcli command, or using the following commands. Use the `HostStorageSystem.multipathStateInfo` property to access the `HostMultipathStateInfo` data object that describes runtime information about the state of a multipathing on a given host.

- **EnableMultipathPath** – Enables a disabled path for a device. Use the pathname from `HostMultipathStateInfoPath` or `HostMultipathInfoPath`.
- **QueryPathSelectionPolicyOptions** – Obtains the set of path-selection-policy options. These options determine the path that can be used by a device that is managed by native multipathing. A `HostMultipathInfo` data object identifies the devices that are managed through native multipathing.
- **QueryStorageArrayTypePolicyOptions** – Obtains the set of storage-array-type policy options. These options determine the storage-array-type policies that a device that is managed by native multipathing might use. A `HostMultipathInfo` data object identifies the devices that are managed through native multipathing.
- **SetMultipathLunPolicy** – Updates the path selection policy for a LUN. Specify the LUN using the LUN UUID from the `HostMultipathInfoLogicalUnit` object.
- **DisableMultipathPath** – Disables an enabled path for a device. Use the pathname from `HostMultipathStateInfoPath` or `HostMultipathInfoPath`.

Configuring iSCSI Storage

vSphere supports software iSCSI, dependent hardware iSCSI, and independent hardware iSCSI. See the *iSCSI Storage Configuration Guide* for a detailed discussion.

The following `HostStorageSystem` methods are available for iSCSI storage management.

- Add a dynamic or static target.
  - **AddInternetScsiSendTarget** – Adds send target entries to the host bus adapter discovery list if the `DiscoveryProperties.sendTargetsDiscoveryEnabled` flag is set to true.
  - **AddInternetScsiStaticTargets** – Adds static target entries to the host bus adapter discovery list. The `DiscoveryProperty.staticTargetDiscoveryEnabled` flag must be set to true.

- Configure targets.
  - **UpdateInternetScsiAdvancedOptions** – Updates the advanced options that the iSCSI host bus adapter or the discovery addresses and targets associated with it.
  - **UpdateInternetScsiAlias** – Updates the alias of an iSCSI host bus adapter.
  - **UpdateInternetScsiAuthenticationProperties** – Updates the authentication properties for one or more targets or discovery addresses associated with an iSCSI host bus adapter.
  - **UpdateInternetScsiDigestProperties** – Updates the digest properties for the iSCSI host bus adapter or the discovery addresses and targets associated with it.
  - **UpdateInternetScsiDiscoveryProperties** – Updates the discovery properties for an iSCSI host bus adapter.
  - **UpdateInternetScsiIPProperties** – Updates the IP properties for an iSCSI host bus adapter.
  - **UpdateInternetScsiName** – Updates the name of an iSCSI host bus adapter.
  - **UpdateSoftwareInternetScsiEnabled** – Enables and disables software iSCSI in the VMkernel.
iSCSI initiators and targets have unique, permanent iSCSI names and addresses. An iSCSI name correctly identifies a specific iSCSI initiator or target, regardless of physical location. Names must be in EUI or IQN format, as specified by the storage vendor's hardware.

Before you can set up iSCSI on a system, you must create a dedicated VMkernel network interface. See “Adding a VMkernel Network Interface” on page 107. You can then enable the VMkernel to support iSCSI and configure the initiator.

To enable the VMkernel to support software iSCSI

1. Obtain a managed object reference to the host system's HostStorageSystem.
2. Invoke the UpdateSoftwareInternetScsiEnabled method, passing the reference to the HostStorageSystem and the value true.

To configure iSCSI initiators

1. Access the list of available HBAs on the host system.
   You can do this by creating a property collector with HostSystem as the starting point. See Chapter 5, “Property Collector,” on page 47. From the HostSystem.config property, you can obtain the list (array) of host bus adapters by specifying this property path:
   ```java
   config.storageDevice.hostBusAdapter
   ```
   The property path returns an array of host bus adapters. For example:
   ```java
   hostBusAdapter["key-vim.host.BlockHba-vmhba32"]
   hostBusAdapter["key-vim.host.BlockHba-vmhba33"]
   hostBusAdapter["key-vim.host.BlockHba-vmhba34"]
   hostBusAdapter["key-vim.host.BlockHba-vmhba35"]
   hostBusAdapter["key-vim.host.BlockHba-vmhba1"]
   ...
   ```
2. From the array, select the host bus adapter (instance of HostHostBusAdapter) that you want to configure and obtain its key property, which is the device name of the host bus adapter as a string.
3. Determine the capabilities of the adapter by retrieving the properties of the HostHostBusAdapter object.
4. Configure the initiator.
   ```java
   For an independent hardware initiator, configure the IP address.
   ```
   ```java
   For a software initiator, enable the software initiator in the VMkernel.
   ```
5. Configure the iSCSI name by calling HostStorageSystem.UpdateInternetScsiName and the alias by running HostStorageSystem.UpdateInternetScsiAlias.
6. Configure target discovery by calling
   ```java
   HostStorageSystem.UpdateInternetScisiHbaDiscoveryProperties.
   ```
   The method takes a HostInternetScisiHbaDiscoveryProperties data object that you can configure.
(Optional) Set the authentication information by calling
HostStorageSystem.UpdateInternetScsiAuthenticationProperties.

The HostInternetScsiHbaAuthenticationProperties object you pass into that method includes properties for configuring CHAP and Mutual CHAP. See the ESXi Configuration Guide for information about securing your iSCSI storage array.

Configure access to the targets.

Rescan the HBAs.

Rescan enables the HBAs to discover the new storage devices. You can either rescan a single HBA with HostStorageSystem.RescanHba, specifying the HBA ID as a parameter, or rescan all HBAs using HostStorageSystem.RescanAllHbas.

Creating and Managing Datastores

Each datastore is a logical container, analogous to a file system on a logical volume, where the host places virtual disk files and other virtual machine files. Datastores hide specifics of the physical storage device and provide a uniform model for storing virtual machine files.

The HostDatastoreSystem managed objects provides methods for creating and managing datastores. All HostDatastoreSystem methods require a managed object reference to HostDatastoreSystem, and return a reference to the Datastore object after it is created.

HostDatastoreSystem allows you to create and expand, query, and remove or update datastores. HostDatastoreSystem also allows you to configure a datastore principal for a host by calling ConfigureDatastorePrincipal. All virtual machine-related file I/O is performed under this user.

VMFS provisioning tasks are often performed as follows:

1. Call QueryAvailableDisksForVmfs to get the subset of disks that are well suited for holding VMFS datastores.

QueryAvailableDisksForVmfs obtains a list of disks that can be used to contain VMFS datastore extents. You can provide a datastore name to obtain the list of disks that can contain extents for the specified VMFS datastore. The operation does not return disks currently used by the VMFS datastore, nor does it return management LUNs and disks that are referenced by RDMs. RDM disks are not usable for VMFS datastores.

2. Get information about provisioning options by calling one of the following methods, passing in the selected disk:

   - QueryVmfsDatastoreCreateOptions – Obtains information about options for creating a new VMFS datastore on a disk. The method returns an array of VmfsDatastoreOption data objects.
   - QueryVmfsDatastoreExpandOptions – Obtains information about options for expanding the extents of an existing VMFS datastore.
   - QueryVmfsDatastoreExtendOptions – Obtains information about options for extending an existing VMFS datastore for a disk.

3. If required, change the layout by calling HostStorageSystem.ComputeDiskPartitionInfo and then HostStorageSystem.UpdateDiskPartition to resize the partition.

4. Call CreateVmfsDatastore, ExtendVmfsDatastore, or ExpandVmfsDatastore to complete the VMFS provisioning operation.
Accessing Datastores

Figure 8-4 illustrates how you can access or specify datastores. See Chapter 4, “Datacenter Inventory,” on page 39 for more information about the hierarchy of managed objects.

- Each Datacenter managed object has **datastore** property that contains an array of datastores.
- Each Datacenter managed object has a **datastoreFolder** property that is a reference to the folder (or folder hierarchy) that contains the datastores for this datacenter.
- Each Datacenter managed object has a **hostFolder** property that is a reference to the folder (or folder hierarchy) that contains the compute resources, including hosts and clusters, for this datacenter. Each HostSystem or ComputeResource has a **datastore** property that is an array of Datastore managed objects.

Figure 8-4. Datastore Managed Object

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Creating and Modifying a VMFS Datastore

A datastore is a manageable storage entity, usually used as a repository for virtual machine files including log files, scripts, configuration files, virtual disks, and so on. See Table 10-1, “Virtual Machine Files,” on page 116.

VMFS is a proprietary file system VMware designed for virtual machines. VMFS is well suited for storing a small number of large data files like virtual disks. These files are mostly used by a single host. VMFS differs from other filesystem formats like FAT16/FAT32 and so on in that it can be accessed by multiple hosts connected to the same SAN LUN.

You can set up a VMFS datastore on any SCSI-based storage device that the host can access. VMFS volume creation, extension, and expansion requires first partitioning operations and the VMFS volume operations.
Setting Up Disk Partitions

Setting up the disk partitions consists of these tasks:

1. Call `HostStorageSystem.RetrieveDiskPartitionInfo` to retrieve information about existing partitions.
2. Call `HostStorageSystem.ComputeDiskPartition`, passing in the desired disk layout. The server computes a new partition information object for a specific disk representing the desired layout and returns a `HostDiskPartitionInfo` object that you can use in the `HostDiskPartitionSpec` you pass into `UpdateDiskPartitions`.

Creating the VMFS Datastore

Creating the VMFS datastore consists of these tasks:

1. Configure and install any third-party adapter your storage requires and rescan the adapters by calling `HostStorageSystem.RescanAllHba`.
2. Call `HostDatastoreSystem.QueryAvailableDisksForVmfs` for information about disks that can be used to contain VMFS datastore.

   This method filters out disks that are currently in use by an existing VMFS unless the VMFS using the disk is one being extended. It will also filter out management LUNs and disks that are referenced by RDMs. These disk LUNs are also unsuited for use by a VMFS. The method returns an array of `HostScisiDisk` objects.
3. Call `HostDatastoreSystem.QueryVmfsDatastoreCreateOptions` for information about options for creating a new VMFS datastore. The call returns an array of `VmfsDatastoreCreateOption` data objects that allow you to access the UUIDs of suitable data stores.
4. (Optional) If no suitable partitions for your VMFS volume exist, you might have to create them. Use the `ComputeDiskPartitionInfo` and `UpdateDiskPartitions` methods in `HostStorageSystem`.
5. Create the datastore.
   - Call `HostDatastoreSystem.CreateVmfsDatastore` to create a VMFS datastore. The method takes a `VmfsDatastoreCreateSpec` data object that consists of a partition, a `HostVmfsSpec`, and an optional extent. The `HostVmfsSpec` allows you to specify the block size, extent, major version, and volume name for the VMFS.
   - Call `HostDatastoreSystem.CreateNasDatastore` to create a network-attached storage based datastore.

You can later expand and extend the VMFS datastore by calling one of the following methods.

- Call first `QueryVmfsDatastoreExpandOptions` and then `ExpandVmfsDatastore` to expand an existing VMFS datastore using the specification provided in the `VmfsDatastoreExpandSpec` data object (which contains the name of the extent and partition information). `ExpandVmfsDatastore` increases the size of the datastore up to the full size provisioned for the datastore, if necessary.
- Call first `QueryVmfsDatastoreExtendOptions` and then `ExtendVmfsDatastore` to extend an existing VMFS datastore using the specification provided in the `VmfsDatastoreExtendSpec` data object.
Removing and Updating Datastores

- **RemoveDatastore** – Removes a datastore from a host.
- **UpdateLocalSwapDatastore** – Choose the localSwapDatastore for this host. Any change to this setting affects virtual machines that subsequently power on or resume from a suspended state at this host, or that migrate to this host while powered on. Virtual machines that are currently powered on at this host are not affected.

See the vSphere API Reference for more information about the HostDatastoreSystem operations, including constraints and limitations.

Managing VMFS Datastores with HostStorageSystem

In most cases, the Datastore methods are appropriate for creating and managing VMFS datastores. However, in some cases the following HostStorageSystem commands are used instead:

- **AttachVmfsExtent** – Extends a VMFS by attaching a disk partition as an extent.
- **ExpandVmfsExtent** – Expands a VMFS extent as specified by the disk partition specification.
- **FormatVmfs** – Formats a new VMFS on a disk partition based on the HostVmfsSpec that you pass in. Returns a HostVmfsVolume that represents the new VMFS file system. The HostVmfsVolume includes the block size, list of partition names of the disk’s VMFS extents, and other information including the UUID.

This command is a low-level API you can use to partition disks explicitly. In most cases, the Datastore VMFS commands are more suitable.

- **RescanVmfs** – Rescans for new VMFS instances.
- **UpgradeVmfs** – Upgrades the VMFS to the current VMFS version.

Update and Upgrade

- **HostStorageSystem.UpdateScsiLunDisplayName** – Update the mutable display name associated with a SCSI LUN. The SCSI LUN to be updated is identified using the LUN UUID.
- **HostStorageSystem.UpgradeVmfsLayout** – Iterates over all registered virtual machines. For each virtual machine, upgrades the layout and logs an event. After the method has been called, the information in the VirtualMachineFileLayout data object data object is correct.

Managing VMFS Volume Copies (Resignaturing)

By default, ESX/ESXi hosts mount all VMFS datastores. Each VMFS datastore that is created in a partition on a LUN has a unique UUID that is stored in the file system superblock. In addition, the LUN ID of the source LUN is unique and is stored in the VMFS metadata.

When a LUN is replicated or a copy is made, the resulting LUN copy is identical, byte-for-byte, with the original LUN. As a result, if the original LUN contains a VMFS datastore with UUID X, the LUN copy appears to contain an identical VMFS datastore, or a VMFS datastore copy, with exactly the same UUID X. ESX/ESXi can determine whether a LUN contains the VMFS datastore copy, and considers the copy unresolved and does not mount it automatically.

To make the data on the LUN copy available, you can either force mount the copy if you are sure the original is not in use, or you can resignature the copy. When you perform datastore resignaturing, consider the following points:

- **Datastore resignaturing is irreversible because it overwrites the original VMFS UUID.**
- **The LUN copy that contains the VMFS datastore that you resignature is no longer treated as a LUN copy, but instead appears as an independent datastore with no relation to the source of the copy.**
- **A spanned datastore can be resignatured only if all its extents are online.**
The resignaturing process is crash and fault tolerant. If the process is interrupted, you can resume it later.

You can mount the new VMFS datastore without a risk of its UUID colliding with UUIDs of any other datastore, such as an ancestor or child in a hierarchy of LUN snapshots.

See the ESXi Configuration Guide for additional information.

The easiest way to resignature unresolved volumes is by using the HostDatastoreSystem.ResignatureUnresolvedVmfsVolume_Task method. The method assigns a new DiskUuid to a VMFS volume, but keep its contents intact. The method supports safe volume sharing across hosts and is appropriate in most cases.

You can instead use the low-level HostStorageSystem methods to find, force mount, or unmount unresolved volumes:

- **HostStorageSystem.QueryUnresolvedVmfsVolume** – Obtains the list of unbound VMFS volumes. For sharing a volume across hosts, a VMFS volume is bound to its underlying block device storage. When a low-level block copy is performed to copy or move the VMFS volume, the copied volume is unbound.

- **HostStorageSystem.ResolveMultipleUnresolvedVmfsVolumes** – Resignatures or force mounts unbound VMFS volumes. This method takes a HostUnresolvedVmfsResolutionSpec data object as input. The HostUnresolvedVmfsResolutionSpec.resolutionSpec property is an array of HostUnresolvedVmfsResolutionSpec data objects that contain a HostUnresolvedVmfsResolutionSpecVmfsUuidResolution enumeration. The enumeration is either forceMount or resignature.

- **UnmountForceMountedVmfsVolume** – Unmounts a force mounted VMFS volume. When a low-level block copy is performed to copy or move the VMFS volume, the copied volume is unresolved. For the VMFS volume to be usable, a resolution operation is applied. As part of resolution operation, you might decide to keep the original VMFS UUID. Once the resolution is applied, the VMFS volume is mounted on the host for its use. This method allows you to unmount the VMFS volume if it is not used by any registered virtual machines.

### Managing Diagnostic Partitions

Your host must have a diagnostic partition (dump partition) to store core dumps for debugging and for use by VMware technical support. See “Generating Diagnostic Bundles” on page 204. The VMware knowledge base article at [http://kb.vmware.com/kb/1004128](http://kb.vmware.com/kb/1004128) explains how to collect diagnostic partitions for a purple screen fault in ESXi.

A 100MB diagnostic partition for each host is recommended. If more than one ESX/ESXi host uses the same LUN as the diagnostic partition, that LUN must be zoned so that all the ESX/ESXi host can access it. Each host needs 100MB of space, so the size of the LUN determines how many servers can share it. Each ESX/ESXi host is mapped to a diagnostic slot. VMware recommends at least 16 slots (1600MB) of disk space if servers share a diagnostic partition. You can set up a SAN LUN with FibreChannel or hardware iSCSI. SAN LUNs accessed through a software iSCSI initiator are not supported.

**CAUTION** If two hosts that share a diagnostic partition fail and save core dumps to the same slot, the core dumps might be lost. To collect core dump data, reboot a host and extract log files immediately after the host fails. If another host fails before you collect the diagnostic data of the first host, the second host does not save the core dump.
Retrieving Diagnostic Partition Information

The HostDiagnosticSystem managed object allows you to retrieve information in several ways.

- Retrieve the HostDiagnosticPartition object from the HostDiagnosticSystem.activePartition property to examine the properties of the active partition.
- Call the HostDiagnosticPartition.QueryAvailablePartition method to retrieve a list of available diagnostic partitions, in order of suitability.
- Call the HostDiagnosticPartition.QueryPartitionCreateOptions method to retrieve a list of disks with sufficient space to contain a diagnostic partition of the specified type. The choices are returned in order of suitability.

Creating a Diagnostic Partition

Creating a diagnostic partition requires that you find a suitable partition using one of the query methods. You can then retrieve a creation specification, and perform the actual creation.

To create a diagnostic partition

1. Find a suitable partition by calling HostDiagnosticPartition.QueryAvailablePartition or HostDiagnosticPartition.QueryPartitionCreateOptions.
2. Call HostDiagnosticPartition.CreateDiagnosticPartition, passing in a HostDiagnosticPartitionCreateSpec, which includes information about the diagnostic type, id, storage type, and so on.

On success, this method creates the partition and makes the partition the active partition if specified in the active parameter. On failure, the diagnostic partition might exist, but will not be active even if the partition was supposed to be made active.

Sample Code Reference

Table 8-2 lists the sample applications included with the vSphere Web Services SDK that demonstrate some of the topics discussed in this chapter.

<table>
<thead>
<tr>
<th>Java (SDK\vsphere-ws\java\JAXWS\samples\com\vmware)</th>
<th>C# (SDK\vsphere-ws\dotnet\cs\samples)</th>
</tr>
</thead>
<tbody>
<tr>
<td>scsilun\SCSILunName.java</td>
<td>SCSILunName\SCSILunName.cs</td>
</tr>
<tr>
<td>--</td>
<td>SCSILunName\SCSILunName.csproj</td>
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<tr>
<td>--</td>
<td>SCSILunName\SCSILunName2008.csproj</td>
</tr>
<tr>
<td>--</td>
<td>SCSILunName\SCSILunName2010.csproj</td>
</tr>
<tr>
<td>httpfileaccess\GetVMFiles.java</td>
<td>GetVirtualDiskFiles\GetVirtualDiskFiles.cs</td>
</tr>
</tbody>
</table>
Before you add storage and virtual machines to an ESX/ESXi system, you should have completed networking setup. This chapter gives some background information, and then explains networking setup with vNetwork Standard Switch (vSS).

The chapter includes the following topics:

- “Network Management Objects and Methods” on page 103
- “Introduction to Networking” on page 104
- “vNetwork Standard Switch Environment” on page 104
- “Setting Up Networking with vSS” on page 106
- “Defining the Host Network Policies” on page 108
- “NIC Teaming” on page 108
- “Setting Up IPv6 Networking” on page 109
- “Adding Networking Services” on page 110
- “Sample Code Reference” on page 111

Network Management Objects and Methods

The vSphere Web Services SDK includes the following objects and methods for network configuration.

- **HostNetworkSystem** – Managed object that represents the host’s networking configuration. This object’s properties point to the networking data objects you can use for network management, including HostDnsConfig and HostIpRouteConfig.
  
  HostNetworkSystem properties allow you to access HostNetCapabilities and HostNetworkInfo data objects, and access and modify the HostNetworkConfig data object.
  
  HostNetworkSystem includes methods for retrieving and changing the network configuration. See the API Reference for a complete list of methods and the permissions required to run them.

- **HostNetworkConfig** – Allows you to specify the network configuration for the host. You can apply the configuration by running the HostNetworkSystem.UpdateNetworkConfig method.

- **Network** – Represents a network accessible by either hosts or virtual machines. This can be a physical network or a logical network, such as a VLAN.
  
  When you add a host to a vCenter Server system, or when you add a virtual machine to an ESX/ESXi host, a Network is added automatically.

- **HostSystem.QueryHostConnectionInfo and Datacenter.QueryConnectionInfo** both return a HostConnectInfo data object, which describes the current network configuration.

- **HostSNMPSystem** – Supports SNMP setup. See “Setting Up SNMP” on page 110.
Introduction to Networking

Network setup for your ESX/ESXi host can consist of several parts:

- Setting up one or more virtual switches. Virtual switches provide the connectivity between virtual machines on the same host or on different hosts. Virtual switches also support VMkernel network access for VMotion, iSCSI, and NFS. On ESX, virtual switches support service console networking. You set up virtual switches independently on each host. See “Adding a Virtual Switch” on page 106.

Starting with vSphere 4.0, you can use a vNetwork Standard Switch (vSS) or a vNetwork Distributed Switch (vDS). This document discusses primarily vSS.

- Adding virtual machine port groups. A virtual machine always accesses the network through a port group. See “Adding a Virtual Port Group” on page 107.

- Specifying the adapter for the virtual machine. This adapter is specified as a virtual device, configured as part of virtual machine setup, and discussed in “Configuring a Virtual Machine” on page 117.

- Adding VMkernel network interfaces, for example, to support iSCSI storage or VMotion. See “Adding a VMkernel Network Interface” on page 107.

- Configuring a physical adapter (pnic), the actual connection from the host to the network. You can configure the pnic through the HostNetworkSystem.pnic property, which is a PhysicalNic data object. You can specify the set of pnics associated with a virtual switch through the VirtualSwitch.pnic property, which takes an array of physical network adapters.

- Network configuration for the host (IP routing, DNS, SNMP). See “Adding Networking Services” on page 110.

vNetwork Standard Switch Environment

A vNetwork Standard Switch (vSS) can route traffic internally between virtual machines and can link virtual machines to external networks. Figure 9-1 shows the elements of a vSS environment.

Figure 9-1. vSS Environment
Virtual Switches

At the center of networking with vSS is the virtual switch itself. The vSS can send network traffic between virtual machines on the same host (private network) or network traffic to an external network (public network). The public network uses the Ethernet adapter associated with the physical host (uplink adapter).

The default number of logical ports for a vSwitch is 120 but it can have more ports. See the Configuration Maximums document available from the vSphere main documentation page. Each port can connect to a network adapter of a virtual machine, or an uplink adapter on the physical machine.

When two or more virtual machines are connected to the same vSS, network traffic between them is routed locally. If an uplink adapter is attached to the vSS, each virtual machine can access the external network that the adapter is connected to.

Port Group

Port groups aggregate multiple ports under a common configuration. The Configuration Maximums document, available on the vSphere Documentation page, discusses the maximum number of ports.

Each port group is identified by a network label, which is unique to the current host. Network labels make virtual machine configuration portable across hosts. All port groups in a datacenter that are physically connected to the same network (in the sense that each can receive broadcasts from the others) are given the same label. Conversely, if two port groups cannot receive broadcasts from each other, they have distinct labels.

You can use a VLAN ID to restrict port group traffic to a logical Ethernet segment within the physical network. For a port group to reach port groups located on other VLANs, the VLAN ID must be set to 4095. If you use VLAN IDs, you must change the port group labels and VLAN IDs together so that the labels properly represent connectivity.

Virtual Machine Network Interface

When you create a virtual machine, you include a VirtualMachineConfigSpec, which, in turn, includes a VirtualDeviceConfigSpec. The device property of VirtualDeviceConfigSpec is a VirtualDevice data object. One of the available virtual devices is VirtualEthernetCard. You can use one of the subtypes of VirtualEthernetCard to specify the virtual card to use and to specify the MAC address and whether wake-on-LAN is enabled for this virtual card. See “Adding Devices to Virtual Machines” on page 121. A limited number of adapters is supported. KB article 1001805 (http://kb.vmware.com/kb/1001805) discusses available network adapters and which adapter is appropriate in which situation.

VMkernel Network Interfaces

The network services that the VMkernel provides (iSCSI, NFS, and VMotion) use a TCP/IP stack in the VMkernel. This TCP/IP stack is completely separate from the TCP/IP stack used in the service console. Each of these TCP/IP stacks accesses various networks by attaching to one or more port groups on one or more virtual switches.

The VMware VMkernel TCP/IP networking stack handles iSCSI, NFS, and VMotion in the following ways.

- iSCSI as a virtual machine datastore
- iSCSI for the direct mounting of .ISO files, which are presented as CD-ROMs to virtual machines
- NFS as a virtual machine datastore
- NFS for the direct mounting of .ISO files, which are presented as CD-ROMs to virtual machines
- Migration with VMotion

If you have two or more physical NICs for iSCSI, you can create multiple paths for the software iSCSI by using port binding. For more information on port binding, see the iSCSI SAN Configuration Guide.
A freshly installed ESX/ESXi system does not include VMkernel network interfaces. When you wish to migrate a virtual machine with VMotion, your VMkernel networking stack must be set up properly. When you want to use storage types that use TCP/IP network communications, such as iSCSI, you must provide a separate VMkernel network interface for that storage device. You must create any VMkernel ports you might need (see “Adding a VMkernel Network Interface” on page 107).

Physical Network Adapter (pnic)

The term pnic refers to the physical network adapters as seen by the primary operating system. When using the vSphere Web Services SDK, you can manipulate the adapter directly. When using the vSphere Client UI, you manipulate instead the uplink adapter. In a vSS environment, each pnic has one associated uplink adapter.

In a vDS environment, you use a DVS uplink instead of an uplink adapter.

Setting Up Networking with vSS

You can use the HostNetworkSystem managed object to access and manipulate the elements of an ESX/ESXi system’s network.

Retrieving Information About the Network Configuration

You can retrieve information about the network configuration as follows:

- The properties of the HostNetworkConfig object, which you access through HostNetworkSystem.networkConfig, allow you to retrieve configuration information. This information is comprehensive and includes the physical adapters, virtual switches, virtual network interfaces, and so on.

You can also use HostNetworkConfig to make changes to the configuration.

- The properties of the HostNetworkInfo object, which you access through HostNetworkSystem.networkInfo, allow you to retrieve runtime information.

Adding a Virtual Switch

You call the HostNetworkSystem.AddVirtualSwitch method to add one or more virtual switches. Pass in the name of the virtual switch and a HostVirtualSwitchSpec data object as parameters.

Inside HostVirtualSwitchSpec you can specify the MTU, number of ports, network policy, and bridge specification. The bridge specifies how the virtual switch connects to the physical adapter. The currently supported bond bridge provides network adapter (NIC) teaming capabilities through the use of a list of physical devices and, optionally, a beacon probe to test connectivity with physical adapters.

After you have created the virtual switch, you can connect it to a pnic for connection to the outside, and to a VMkernel port or a port group.

To add a virtual switch

1. Obtain information about the current networking configuration.

   You can use a property collector to retrieve the HostNetworkSystem managed object and several of its properties, such as networkInfo.

2. Define a HostVirtualSwitchSpec that specifies the attributes of the virtual switch. You can specify the number of ports (56 to 4088 on ESXi systems) and the HostNetworkPolicy. See “Defining the Host Network Policies” on page 108.

3. Call HostNetworkSystem.AddVirtualSwitch to add a virtual switch. Specify a unique name and a HostVirtualSwitchSpec that defines the switch attributes.
The following fragment from AddVirtualSwitch.java illustrates this.

**Example 9-1. Adding a Virtual Switch**

```java
vswitchId = vSwitch42;
...
ManagedObjectReference nwSystem = configMgr.getNetworkSystem();
HostVirtualSwitchSpec spec = new HostVirtualSwitchSpec();
    spec.setNumPorts(8);
    service.addVirtualSwitch(nwSystem, vswitchId, spec);
    System.out.println( " : Successful creating : "
        + vswitchId);
```

**Adding a Virtual Port Group**

Port groups allow you to differentiate between different kinds of traffic passing through a virtual switch. You can also use port groups as a boundary for communication or for security policy configuration. For ESXi systems, the default port groups are Management Network and VM Network. For ESX systems, the default port groups are Service console and VM Network.

When you create a port group, you can specify a VLAN ID for it. VLANs are an important part of ESX/ESXi networking because they allow you to group traffic. For example, you could create separate network segments for Vmotion, for management and for development. Using VLANs, you only need to have a separate uplink adapter for each network segment and a single virtual switch connecting to that adapter. That setup can greatly reduce the number of switches you need.

**To add a virtual port group**

1. Define a HostPortgroupSpec. For each port group, you can specify the network policy, the VLAN ID, and the virtual switch to which the port group belongs.

**Adding a VMkernel Network Interface**

VMkernel network interfaces provide the network access for the VMkernel TCP/IP stack. You must create new VMkernel ports for your ESX/ESXi system if you plan on using Vmotion, VMware FT, or iSCSI and NAS storage. A VMkernel port consists of a port on the virtual switch and a VMkernel interface.

**To add a VMkernel Network Interface**

1. Create a HostVirtualNicSpec data object. Inside the object, you can specify the IP configuration in a HostIpConfig data object. For vSS, specify the portgroup property. For vDS, specify the distributedVirtualPort property.
3. You can then use the VMkernel network interface for software iSCSI or NAS, or call the HostVmotionSystem.SelectVnic method to use this VMkernel NIC for Vmotion.

**Example 9-2**, a code fragment from the AddVirtualNic example, illustrates this. The sample retrieves the IP address from the command line using the `cb.get_option` call.
Example 9-2. Adding a VMkernel Network Interface

```java
private HostVirtualNicSpec createVNicspecification() {
    HostVirtualNicSpec vNicSpec = new HostVirtualNicSpec();
    HostIpConfig ipConfig = new HostIpConfig();
    ipConfig.setDhcp(false);
    ipAddr = cb.get_option("ipaddress");
    ipConfig.setIpAddress(ipAddr);
    ipConfig.setSubnetMask("255.255.255.0");
    vNicSpec.setIp(ipConfig);
    return vNicSpec;
}
```

```java
HostVirtualNicSpec vNicSpec = createVNicspecification();
service.addVirtualNic(nwSystem, portGroup, vNicSpec);
```

Defining the Host Network Policies

When you configure host networks, you can define specific policies for the network. The HostNetworkPolicy data object type describes network policies for both virtual switches and port groups. If the settings are not specified for the port group explicitly, the port group inherits policy settings from the virtual switch with which it is associated.

The policies are defined by the following data objects available as properties of HostNetworkPolicy.

- **HostNicTeamingPolicy** – Defines the connection to the physical network. This includes failure criteria, active and standby NICs, and failover and load balancing information. See “NIC Teaming” on page 108.

- **HostNetworkSecurityPolicy** – Defines the security policies for the network. See the ESXi Configuration Guide.

- **HostNetworkTrafficShapingPolicy** – Establishes parameters for three traffic characteristics: average bandwidth, peak bandwidth, and maximum burst size.

You can also specify the VLAN policy by assigning an integer to the HostPortgroupSpec.vlanid property. The VMkernel takes care of tagging and untagging the packets as they pass through the virtual switch. See the HostPortgroupSpec and HostNetworkPolicy data objects in the API Reference.

NIC Teaming

Virtual machines connect to the public network through a virtual switch, which, in turn, connects to the physical network interface (pnic). When the physical adapter or the adapter’s network connection fails, connectivity for the associated virtual switch and all port groups and virtual machines is lost.

To resolve this issue, you can set up your environment so each virtual switch connects to two uplink adapters. Each uplink adapter connects to two different physical switches. The teams can then either share the load of traffic between physical and virtual networks among some or all of its members, or provide passive failover in the event of a hardware failure or a network outage.

You set up NIC teaming by setting the HostNetworkPolicy. The path to the HostNicTeamingPolicy is:

```
HostConfigSpec.network.vswitch[].spec.policy.nicTeaming
```

If you specify NIC teaming for a virtual switch, the HostVirtualSwitchSpec.bridge property must be set to HostVirtualSwitchBondBridge.
Setting Up IPv6 Networking

vSphere supports both Internet Protocol version 4 (IPv4) and Internet Protocol version 6 (IPv6) environments. With IPv6, you can use vSphere features such as NFS in an IPv6 environment.

An IPv6-specific configuration in vSphere involves providing IPv6 addresses, either by entering static addresses or by using DHCP for all relevant vSphere networking interfaces. IPv6 addresses can also be configured using stateless autoconfiguration sent by router advertisement.

You can set up IPv6 networking for a host by changing the `HostIpConfig.ipV6Config` property, which is a `HostIpConfigIpV6AddressConfiguration` data object. `HostIpConfigIpV6AddressConfiguration` allows you to specify whether auto-configuration is enabled, whether DHCP for ipV6 addresses is enabled, and an array of IPv6 addresses (`HostIpConfigIpV6Address` data objects).

`HostIpConfigIpV6Address` allows you to specify all aspects of the IPv6 address including the state of the address, the address (unless DHCP is enabled), life time, operation, origin, and prefix length. See the API Reference. The following code fragment illustrates setting the VMkernel NIC to get an automatic IPv6 address from router advertisements and through DHCP. The user provides the IP address on the command line when calling the program from which the fragment is taken. The sample retrieves the address using the `cb.get_option` utility applications call.

Example 9-3. IPv6 Setup

```java
private HostVirtualNicSpec createVNicSpecification() {
    HostVirtualNicSpec vNicSpec = new HostVirtualNicSpec();
    HostIpConfig ipConfig = new HostIpConfig();
    //setting the vnic to get an automatic ipv6 address from router advertisements 
    // and through dhcp
    ipV6Config = new HostIpConfigIpV6AddressConfiguration();
    ipV6Config.setAutoConfigurationEnabled(true);
    ipV6Config.setDhcpV6Enabled(true);
    ipConfig.setIpV6Config(ipV6Config);
    vNicSpec.setIp(ipConfig);
    return vNicSpec;
    ....
```
Adding Networking Services

You can set up network services for your ESX/ESXi system by using HostConfigManager properties and methods.

Adding an NTP Service

The HostConfigManager.dateTimeSystem property contains a HostDateTimeSystem data object. This object allows you to perform NTP and date and time related configuration.

- Query and update the date and time information by using one of the methods defined in HostDateTimeSystem.
- Modify the HostDateTimeSystem.dataTimeInfo property, which contains a HostDateTimeInfo object, to set up NTP. The NTP information is stored in the HostDateTimeInfo.ntpConfig property, which is a HostNtpConfig object. The HostNtpConfig object's server property contains a list of time servers, specified by IP address or fully qualified domain name.

**IMPORTANT** You can start and stop the NTP daemon and retrieve information about it by using the HostServiceSystem object.

Setting Up the IP Route Configuration

You can use the HostNetworkSystem.UpdateIPRouteConfig method to specify the IP route configuration for an ESX/ESXi system. The method takes a HostIPRouteConfig data object as an argument. In this object, you can specify the default gateway address and the IPv6 gateway address. The data object also allows you to specify the service console gateway device on ESX.

Setting Up SNMP

Simple Network Management Protocol (SNMP) allows management programs to monitor and control networked devices. vCenter Server and ESX/ESXi systems include different SNMP agents:

- The SNMP agent included with vCenter Server can send traps when the vCenter Server system is started or when an alarm is triggered on vCenter Server. The vCenter Server SNMP agent functions only as a trap emitter and does not support other SNMP operations such as GET.
- ESX/ESXi 4.0 and later includes an SNMP agent embedded in the ESX/ESXi host daemon (hostd) that can send traps and receive polling requests such as GET requests.

Versions of ESX released before ESX/ESXi 4.0 included a Net-SNMP-based agent. You can continue to use this Net-SNMP-based agent in ESX 4.x with MIBs supplied by your hardware vendor and other third-party management applications. However, to use the VMware MIB files, you must use the embedded SNMP agent. To use the NET-SNMP based agent and embedded SNMP agent at the same time, make one of the agents listen on a nondefault port. By default, both agents use the same port.

The SDK supports SNMP agent configuration through the HostSnmpSystem managed object. This object includes two methods, ReconfigureSnmpAgent and SendTestNotification.

- HostSnmpSystem.ReconfigureSnmpAgent allows you to specify agent properties through a HostSnmpConfigSpec. That data object allows you to specify the SNMP port, read only communities, and the trap targets in an HostSnmpDestination object. The HostSnmpDestination object allows you to specify the community, and a host and port listening for notification.
- HostSnmpSystem.SendTestNotification allows you to test your configuration.

A HostSnmpSystemAgentLimits data object in the HostSnmpSystem.limits property specifies limits of the agent.
### Sample Code Reference

Table 9-1 lists the sample applications included with the vSphere SDK that demonstrate how to use some of the managed objects discussed in this chapter.

<table>
<thead>
<tr>
<th>Java (SDK\vsphere-ws\java\JAXWS\samples\com\vmware\host)</th>
<th>C# (SDK\vsphere-ws\dotnet\cs\samples)</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddVirtualNic.java</td>
<td>AddVirtualNic\AddVirtualNic.cs</td>
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<tr>
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<td></td>
<td>AddVirtualNic\AddVirtualNic2010.csproj</td>
</tr>
<tr>
<td>AddVirtualSwitch.java</td>
<td>AddVirtualSwitch\AddVirtualSwitch.cs</td>
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<td>AddVirtualSwitch\AddVirtualSwitch2010.csproj</td>
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<tr>
<td>AddVirtualSwitchPortGroup.java</td>
<td>AddVirtualSwitchPortGroup\AddVirtualSwitchPortGroup.cs</td>
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<td>AddVirtualSwitchPortGroup\AddVirtualSwitchPortGroup.csproj</td>
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<td></td>
<td>AddVirtualSwitchPortGroup\AddVirtualSwitchPortGroup2008.csproj</td>
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<tr>
<td></td>
<td>AddVirtualSwitchPortGroup\AddVirtualSwitchPortGroup2010.csproj</td>
</tr>
<tr>
<td>RemoveVirtualNic.java</td>
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</tr>
<tr>
<td></td>
<td>RemoveVirtualSwitchPortGroup\RemoveVirtualSwitchPortGroup2010.csproj</td>
</tr>
</tbody>
</table>
A virtual machine is a software computer that, like a physical computer, runs an operating system and applications. Virtual machines are compatible with all standard x86 computers. Each virtual machine encapsulates a complete computing environment and runs independently of underlying hardware.

The chapter includes the following topics:

- “VirtualMachine Management Objects and Methods” on page 113
- “Creating Virtual Machines and Virtual Machine Templates” on page 114
- “Configuring a Virtual Machine” on page 117
- “Adding Devices to Virtual Machines” on page 121
- “Performing Virtual Machine Power Operations” on page 122
- “Registering and Unregistering Virtual Machines” on page 123
- “Customizing the Guest Operating System” on page 124
- “Installing VMware Tools” on page 124
- “Upgrading a Virtual Machine” on page 125

**VirtualMachine Management Objects and Methods**

Virtual machines are the central elements of your vSphere environment. You create a virtual machine by calling `Folder.CreateVM_Task`, and configure the virtual machine by using properties and methods of the `VirtualMachine` managed object. Most of the properties point to data objects that the methods use as input. Figure 10-1 shows some of the properties and methods.

Client applications commonly access and manipulate the following virtual machine related objects:

- `VirtualMachine` – Managed object used for most virtual machine manipulation. Includes methods that create templates, clones, or snapshots of a virtual machine, perform power operations and guest OS management, and install VMware Tools.
- `VirtualMachineConfigInfo` – Data object which allows you to retrieve configuration-specific information from a virtual machine.
### Creating Virtual Machines and Virtual Machine Templates

To create a virtual machine, you use the `Folder.CreateVM_Task` method. The method takes a `VirtualMachineConfigSpec` data object as input argument. `VirtualMachineConfigSpec` allows you to specify the attributes of the virtual machine you are creating.

If you need several identical virtual machines, you can convert an existing virtual machine to a template and create multiple copies (clones) from the template. You can also create multiple virtual machines by cloning an existing virtual machine directly.

#### Creating a Virtual Machine Using VirtualMachineConfigSpec

Use the `Folder.CreateVM_Task` method to create a virtual machine by specifying its attributes. You must specify either a host or a resource pool (or both). The virtual machine uses the CPU and memory resources from the host or resource pool.

#### Calling the CreateVM_Task Method

Create a virtual machine by calling the `Folder.CreateVM_Task` method with the following arguments:

- `_this` — Folder where you want to place the virtual machine.
- `config` — `VirtualMachineConfigSpec` data object that specifies CPU, memory, networking, and so on. See “Specifying Virtual Machine Attributes with VirtualMachineConfigSpec” on page 115.
- `pool` — Resource pool for the virtual machine to draw resources from.
- `host` — `HostSystem` managed object that represents the target host on which to run the virtual machine.

If you invoke this method on a standalone host, omit this parameter. If the target host is part of a VMware DRS cluster, this parameter is optional; if no host is specified, the system selects one.

**IMPORTANT** All objects must be located in the same datacenter.
Specifying Virtual Machine Attributes with VirtualMachineConfigSpec

The actual customization of the virtual machine happens through the properties of the VirtualMachineConfigSpec that is passed in as an argument to Folder.CreateVM_Task. For example, you can specify the name, boot options, number of CPUs, and memory for the virtual machine. All properties of VirtualMachineConfigSpec are optional to support incremental changes. See the API Reference.

The following example fragment from the VMCreate sample program illustrates how to define a VirtualMachineConfigSpec.

Example 10-1. Defining a VirtualMachineConfigSpec Data Object

```java
VirtualMachineConfigSpec vmConfigSpec = new VirtualMachineConfigSpec();
...
vmConfigSpec.setName("MyVM");
vmConfigSpec.setMemoryMB(new Long(Integer.parseInt 500));
vmConfigSpec.setNumCPUs(Integer.parseInt 4);
vmConfigSpec.setGuestId(cb.get_option("guestosid"));
...
```

The VMware SDK SDK/samples/Axius/java/com/vmware/apputils/vim/VMUtils.java sample defines a more comprehensive virtual machine that also includes a Floppy, CD-ROM, disk, and virtual NIC. See “Configuring a Virtual Machine” on page 117 for a discussion of commonly set properties.

When you create a virtual machine, the virtual machine files are added at the virtual machine's storage location. See Table 10-1, “Virtual Machine Files,” on page 116.

Additional Configuration Information

The VirtualMachineConfigInfo and VirtualMachineConfigSpec objects provide the extraConfig property for additional configuration information. The extraConfig property is an array of key/value pairs that identify configuration options. The Server stores the extraConfig options in the .vmx file for the virtual machine. As the vSphere API evolves from version to version, an extraConfig option may become a standard configuration property that is part of the defined inventory data model. In this case, you must use the standard data model property for access; you cannot use the extraConfig property.

Creating Virtual Machine Templates

Templates allow you to create multiple virtual machines with the same characteristics, such as resources allocated to CPU and memory, or type of virtual hardware. A virtual machine template is a virtual machine that cannot be powered on and that is not associated with a resource pool.

You can convert any powered off virtual machine to a template by calling VirtualMachine.MarkAsTemplate. After the conversion, the original virtual machine no longer exists. You can use the template to create multiple clones of the same configuration.

Cloning a Virtual Machine

A clone is a copy of a virtual machine. The main difference between a virtual machine and a clone is that the VirtualMachine.config.template property is set to true.

You can create a clone in one of the following ways:

- If you no longer need a specific instance of a virtual machine, but you want to use the virtual machine’s configuration as a template, use the VirtualMachine.MarkAsTemplate method. This method sets the config.template property to true, and disables the virtual machine.

- If you want to use an existing virtual machine as a template, but keep the virtual machine, call the VirtualMachine.CloneVM_Task method to create a duplicate of the virtual machine.

If you use the VirtualMachine.CloneVM_Task method, you can customize certain attributes of the clone by specifying them in the VirtualMachineCloneSpec data object you pass in when you call the method.
The following code fragment from VMClone.java illustrates how you can customize a clone and specify a new location for it.

**Example 10-2. Cloning a Virtual Machine**

VirtualMachineCloneSpec cloneSpec = new VirtualMachineCloneSpec();
VirtualMachineRelocateSpec relocSpec = new VirtualMachineRelocateSpec();
cloneSpec.setLocation(relocSpec);
cloneSpec.setPowerOn(false);
cloneSpec.setTemplate(false);

String clonedName = cloneName;

ManagedObjectReference cloneTask
   = service.cloneVM_Task(vmRef, vmFolderRef, clonedName, cloneSpec);

The VirtualMachine.CloneVM_Task method takes the source virtual machine, target folder, name, and VirtualMachineCloneSpec as arguments.

The VirtualMachineCloneSpec data object includes the location, power state, and whether the clone should be a template. The location, in turn, is a VirtualMachineRelocateSpec data object that specifies the target location (datastore, disk, and host or resource pool) and any transformation to be performed on the disk.

**Converting a Template to a Virtual Machine**

You can change a template back to an operational virtual machine.

- To convert the template to a virtual machine, call the MarkAsVirtualMachine method on the template. You must specify a resource pool and, optionally, a host for the virtual machine. Host and resource pool must be under the same ComputeResource. When the operation completes, the template no longer exists.
- To keep the template, clone the template by calling the CloneVM_Task method on the template. In the VirtualMachineCloneSpec (the spec parameter), set the template property to false.

**Accessing Information About a Virtual Machine**

After you have created a virtual machine, you can retrieve information about the virtual machine through the VirtualMachineConfigInfo properties. See the API Reference for a complete list.

**Checking Default Files**

After you have created a virtual machine, several files are generated and placed in the directory specified in the VirtualMachineConfigSpec.files property.

**Table 10-1. Virtual Machine Files**

<table>
<thead>
<tr>
<th>File</th>
<th>Usage</th>
<th>File Description</th>
<th>File Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>.vmx</td>
<td>.vmname.vmx</td>
<td>Virtual machine configuration file.</td>
<td>ASCII</td>
</tr>
<tr>
<td>.vmxf</td>
<td>.vmname.vmxf</td>
<td>Additional virtual machine configuration files, available, for example, with teamed virtual machines.</td>
<td>ASCII</td>
</tr>
<tr>
<td>.vmdk</td>
<td>.vmname.vmdk</td>
<td>Virtual disk file.</td>
<td>ASCII</td>
</tr>
<tr>
<td>.flat.vmdk</td>
<td>.vmname.flat.vmdk</td>
<td>Preallocated virtual disk in binary format.</td>
<td>ASCII</td>
</tr>
<tr>
<td>.vswp</td>
<td>.vmname.vswp</td>
<td>Swap file.</td>
<td>Binary</td>
</tr>
<tr>
<td>.nvram</td>
<td>.vmname.nvram or .nvram</td>
<td>Non-volatile RAM. Stores virtual machine BIOS information.</td>
<td></td>
</tr>
<tr>
<td>.vmss</td>
<td>.vmname.vmss</td>
<td>Virtual machine suspend file.</td>
<td></td>
</tr>
<tr>
<td>.log</td>
<td>.vmware.log</td>
<td>Virtual machine log file.</td>
<td>ASCII</td>
</tr>
<tr>
<td>#.log</td>
<td>.vmware-#.log</td>
<td>Old virtual machine log files. # is a number starting with 1.</td>
<td>ASCII</td>
</tr>
</tbody>
</table>
If you are using snapshots, the following additional files might be available. See “Snapshots” on page 128.

<table>
<thead>
<tr>
<th>File Extension</th>
<th>Usage</th>
<th>File Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.vmsd</td>
<td>vmname.vmsd</td>
<td>Virtual machine snapshot file.</td>
</tr>
<tr>
<td>.vmsn</td>
<td>vmname.vmsn</td>
<td>Virtual machine snapshot data file.</td>
</tr>
<tr>
<td>*.delta.vmdk</td>
<td></td>
<td>Snapshot difference file. A number preceding the extension increases with more snapshots.</td>
</tr>
<tr>
<td>**.vmdk</td>
<td></td>
<td>Metadata about a snapshot.</td>
</tr>
<tr>
<td>-Snapshot#.vmsn</td>
<td></td>
<td>Snapshot of virtual machine memory. Snapshot size is equal to the size of you virtual machine's maximum memory.</td>
</tr>
</tbody>
</table>

Checking Default Devices

When you create a virtual machine, you are also creating a set of default devices, based on the hardware version associated with your SDK. You can see these devices using the EnvironmentBrowser.QueryConfigOption method. For example, the IDE controllers are created by default. Many of these default devices contain properties that you cannot change.

However, you can add the following optional devices to the default set: VirtualSerialPort, VirtualParallelPort, VirtualFloppy, VirtualCdrom, VirtualUSB, VirtualEthernetCard, VirtualDisk, and VirtualSCSIPassThrough. See the VirtualDevice Data Object in the API Reference for more information about each of these optional devices.

**CAUTION** Do not try to change default device properties using the VirtualMachineConfigSpec.deviceChange method discussed in “Adding Devices to Virtual Machines” on page 121, because the deviceChange method is not applicable to default device properties.

Configuring a Virtual Machine

You can configure a virtual machine during creation (Folder.CreateVM_Task) or cloning (VirtualMachine.CloneVM_Task). You can also reconfigure a virtual machine using VirtualMachine.ReconfigVM_Task. However, do not use the VirtualMachine.ReconfigVM_Task call to create or add a disk.

The API reference lists all properties and includes information about required permissions for these configuration methods. The following sections describe some commonly specified attributes.

Name and Location

You can specify the display name for the virtual machine by setting the VirtualMachineConfigSpec.name property. Any % (percent) character used in this name parameter must be escaped, unless it is used to start an escape sequence. Clients can also escape any other characters in this name parameter.

Use the annotation field to provide a description of the virtual machine. To remove an existing description, specify the empty string as the value of annotation.

The location of the virtual machine is determined implicitly during creation because you call a Folder.CreateVM_Task method and specify resource pool and optional target host the virtual machine should belong to. See Chapter 13, “Resource Management Objects,” on page 141 for a discussion of resource pools and virtual machine location.

Hardware Version

The hardware version of a virtual machine indicates the lower-level virtual hardware features a virtual machine supports, such as BIOS, number of virtual slots, maximum number of CPUs, maximum memory configuration, and other hardware characteristics.
For a newly created virtual machine, the default hardware version is the most recent version available on the host where the virtual machine is created. To increase compatibility, you might want to create a virtual machine with a hardware version older than the highest supported version. You can do so by specifying the VirtualMachineConfigSpec.version property during virtual machine creation. For existing virtual machines, call the VirtualMachine.UpgradeVM_Task method.

The hardware version of a virtual machine can be lower than the highest version supported by the ESX/ESXi host it is running on under the following conditions:

- You migrate a virtual machine created on an ESX/ESXi 3.x or earlier host to an ESX/ESXi 4.x host.
- You create a virtual machine on an ESX 4.x host using an existing virtual disk that was created on an ESX/ESXi 3.x or earlier host.
- You add a virtual disk created on an ESX/ESXi 3.x or earlier host to a virtual machine created on an ESX/ESXi 4.x host.

Virtual machines with hardware versions lower than 4 can run on ESX/ESXi 4.x hosts but have reduced performance and capabilities. In particular, you cannot add or remove virtual devices on virtual machines with hardware versions lower than 4 when they reside on an ESX/ESXi 4.x host. To make full use of these virtual machines, upgrade the virtual hardware.

**Boot Options**

You can control a virtual machine’s boot behavior by setting the VirtualMachineConfigSpec.bootOptions property. The VirtualMachineBootOptions data object in that property allows you to specify the following properties:

- bootDelay – Delay before starting the boot sequence, in milliseconds.
- bootRetryDelay – Delay before a boot retry, in milliseconds. This property is only considered if the bootRetryEnabled property is set to true.
- bootRetryEnabled – If set to true, a virtual machine that fails to boot tries again after the bootRetryDelay time period has elapsed.
- enterBIOSSetup – If set to true, the virtual machine enters BIOS setup the next time it boots. The virtual machine resets this flag to false so subsequent boots proceed normally.

**Operating System**

The guest operating system that you specify affects the supported devices and available number of virtual CPUs. You specify the guest operating system in the following two properties:

- guestosId – Specify one of the constants in the VirtualMachineGuestOsIdentifier as a string.
- alternateGuestName – Full name for the guest operating system. Use this property if guestosId is one of the values of VirtualMachineGuestOsIdentifier starting with other*.
CPU and Memory Information

The VirtualMachineConfigSpec data object allows you to specify CPU and memory configuration.

CPU and Memory Resource Allocation

To allocate resources, use the cpuAllocation and memoryAllocation properties of VirtualMachineConfigSpec. Both properties contain ResourceAllocationInfo objects with the following properties:

- reservation – Amount of resources that is guaranteed to be available to the virtual machine. If resource utilization is less than the reservation, other running virtual machines can use the resources.
- limit – Upper limit for CPU or memory resources assigned to this virtual machine. The virtual machine does not exceed this limit, even if resources are available. This property is typically used to ensure consistent performance. If end users are used to work on a virtual machine that uses extra resources, and additional virtual machines are added to the host or resource pool, the virtual machine might slow down noticeably. If set to -1, no fixed upper limit on resource usage has been set.
- shares – Metric for allocating memory or processing capacity among multiple virtual machines. The SharesInfo data object has two properties, level and shares.
  - level – Choose high, low, or normal to map to a predetermined set of numeric values for shares. See the API Reference Guide for the numbers for CPU, memory, and disk shares. Set this property to custom to specify an explicit number of shares instead.
  - shares – Allows you to specify the number of shares you want to allocate to the resource pool. The allocation is divided evenly between resource pools with the same level.


CPU and Memory Modification for Running Virtual Machines

Set CpuHotAddEnabled and CpuHotRemoveEnabled to specify whether virtual processors can be added to or removed from a virtual machine while the virtual machine is running. Set MemoryHotAddEnabled to specify whether memory can be added while the virtual machine is running.

Number of CPUs

You can set the number of virtual processors for the virtual machine with the VirtualMachineConfigSpec.numCPUs property. Legal values for this property change depending on the guestosid value you specify.

CPU Processors and Memory Affinity

If your virtual machine is on an ESX/ESXi system, and if you have a license that supports Symmetric Multiprocessors (SMP), you can configure the virtual machine to have multiple virtual CPUs by setting cpuAffinity and memoryAffinity. You define a set of integers that represents the processors (for CPU) and NUMA nodes (for memory). If you are reconfiguring the affinity setting and leave the array empty, any existing affinity is removed. See the Resource Management Guide for a discussion of NUMA nodes and affinity.

CPU Features

You can use the VirtualMachineConfigSpec.cpuFeatureMask[].info property to represent the CPU features requirements for a virtual machine or guest operating system. See the HostCpuIdInfo data object discussion in the API Reference for a detailed discussion.
Networks

You configure network settings so that a virtual machine can communicate with the host and with other virtual machines.

Virtual Network Interfaces

You can add a virtual network interface to a virtual machine using a subclass of VirtualEthernetCard, you can set the addressType to Manual, Generated, or Assigned. If you choose Assigned, you can specify a MAC address explicitly. See “Adding Devices to Virtual Machines” on page 121.

The number of virtual network interfaces depends on the hardware version you specify for a virtual machine. Hardware version 7 virtual machines support up to ten virtual NICs. Hardware version 4 virtual machines support up to four virtual NICs.

Virtual Machine MAC Address

Upon virtual machine creation, ESX/ESXi or vCenter Server systems assign each virtual network interface its own unique MAC address. The first three bytes of the MAC address that is generated for each virtual network adapter consists of a manufacturer-specific Organizationally Unique Identifier (OUI). The MAC address-generation algorithm produces the other three bytes. vSphere generates MAC addresses that are checked for conflicts. After the MAC address has been generated, it does not change unless the virtual machine is moved to a different location.

All MAC addresses that have been assigned to virtual network interfaces of running and suspended virtual machines on a given physical machine are tracked. The MAC address of a powered off virtual machine is not checked against those of running or suspended virtual machines. It is possible that a virtual machine acquires a different MAC address after a move.

The ESXi Configuration Guide discusses virtual machine MAC addresses in detail.

Fibre Channel NPIV Settings

N-port ID virtualization (NPIV) supports sharing a single physical FC HBA port among multiple virtual ports, each with unique identifiers. This capability lets you control virtual machine access to LUNs on a per-virtual machine basis.

Each virtual port is identified by a pair of world wide names (WWNs): a world wide port name (WWPN) and a world wide node name (WWNN). These WWNs are assigned by vCenter Server. For detailed information on how to configure NPIV for a virtual machine, see the Fibre Channel SAN Configuration Guide.

NPIV support is subject to the following limitations:

- NPIV must be enabled on the SAN switch. Contact switch vendors for information about enabling NPIV on their devices.
- NPIV is supported only for virtual machines with RDM disks. Virtual machines with regular virtual disks continue to use the WWNs of the host’s physical HBAs.
- Virtual machines on a host have access to a LUN using their NPIV WWNs if the physical HBAs on the ESX/ESXi host have access to a LUN using its WWNs. Ensure that access is provided to both the host and the virtual machines.

You can set up NPIV with the VirtualMachineConfigSpec properties that start with npiv.
File Locations

File locations for a virtual machine are specified in the following properties:

- `VirtualMachineConfigSpec.files` is a `VirtualMachineFileInfo` data object that allows you to specify the log directory, snapshot directory, suspend directory, and configuration file location. Most locations have a default that you can change as needed.

- `VirtualMachineConfigSpec.locationID` is a 128-bit hash based on the virtual machine's configuration file location and the UUID of the host the virtual machine is assigned to. This property is not usually set by developers; however, clearing this property by setting it to an empty string is recommended if you move the virtual machine.

If a virtual machine's `VirtualMachineCapability.swapPlacementSupported` property is `true` for a virtual machine, you can specify a value for the `VirtualMachineConfigSpec.swapPlacement` property. The value must be one of the values of the `VirtualMachineConfigInfoSwapPlacementType` enumeration, as a string.

Adding Devices to Virtual Machines

You can add devices to a virtual machine during creation using the `VirtualMachineConfigSpec.deviceChange` property, which is a `VirtualDeviceSpec`. You specify the host device that the virtual device should map to by using a backing object. A backing object represents the host device associated with a virtual device.

- Backing option objects – You can find out which devices the host supports by extracting the relevant backing option object.

- Backing information object – The backing information object allows you to supply data for virtual device configuration. You access a `VirtualDeviceBackingInfo` object as follows:

```
VirtualMachineConfigSpec.deviceChange[].device.backing
```

To add a device to a virtual machine, you must first find out which devices are supported on the corresponding ESX/ESXi host, and then specify a `VirtualDevice` object. Perform these tasks to add a device to a virtual machine:

1. Find out which devices your ESX/ESXi system supports by calling the `QueryConfigOption` method, which you can access through the `VirtualMachine.environmentBrowser` property. The method returns a `VirtualMachineConfigOption` data object that specifies what the ESX/ESXi supports. For example, `VirtualMachineConfigOption.hardwareOptions` includes information about supported CPU and memory and an array of `VirtualDeviceOption` data objects.

   **NOTE** You cannot use the `QueryConfigOption` method to create another instance of a default device. If you attempt to add a default device, such as an IDE controller, the server ignores the operation.

2. Specify the backing information object for the device. The actual process for defining the object differs for different objects. For example, for a CD-ROM passthrough device, you use a `VirtualCdromPassthroughBackingInfo` device. The `VirtualDevice.backing` property is a `VirtualDeviceBackingInfo` object which is extended by devices.

   The following code fragment adds a CD-ROM passthrough device:

   ```java
   VirtualCdromPassthroughBackingInfo vcpbi = new VirtualCdromPassthroughBackingInfo();
   // Does the virtual device have exclusive access to the CD-ROM device?
   vcpbi.setExclusive(false);
   // Specifies the device name.
   vcpbi.setDeviceName("cdrom0");
   
   3. Specify connection information for the device.

   The `VirtualDevice.connectable` property is a `VirtualDeviceConnectInfo` data object. This object provides information about restrictions on removing the device while a virtual machine is running. This property is `null` if the device is not removable.

   ```java
   VirtualDeviceConnectInfo vdci = new VirtualDeviceConnectInfo();
   ```
// Allow the guest to control whether the virtual device is connected?
vdci.setAllowGuestControl(false);
// Is the device currently connected?
vdc.setConnected(true);
// Connect the device when the virtual machine starts?
vdc.setStartConnected(true);

4 Define the controller key, the virtual device key, and the unit number.
You define these items with the integer properties: controllerKey, key, and unitNumber. See the
VirtualDevice data object in the API Reference.

5 Specify device Information.
The deviceInfo property is a Description data object that has a name property and a summary property.
You can supply a string value for each, describing the device.
Description vddesc = new Description();
vddesc.setLabel('CD-ROM Device cdrom0');
vddesc.setSummary('The CD-ROM device for this virtual machine.');

6 Specify the virtual device as the device property of a VirtualDeviceConfigSpec.

7 Specify the VirtualDeviceConfigSpec as the deviceChange property to the
VirtualMachineConfigSpec that you pass in to a Folder.CreateVM_Task or

Here's the complete code fragment for a CD-ROM passthrough device:

VirtualDevice vd = new VirtualDevice();
vd.setBacking(vcpbi);
vd.setConnectable(vdci);
vd.setControllerKey(257);
vddesc.setDeviceInfo(vddesc);
vddesc.setKey(2);
vddesc.setUnitNumber(25);

Performing Virtual Machine Power Operations

Just like physical machines, virtual machines have power states.

- Powered on – The virtual machine is running. If no OS has been installed, you can perform OS installation
  as you would for a physical machine.
- Powered off – The virtual machine is not running. You can still update the software on the virtual
  machine's physical disk, which is impossible for physical machines.
- Suspended – The virtual machine is paused and can be resumed; like a physical machine in standby or
  hibernate state.

IMPORTANT Before you power on a virtual machine, you must make sure that the host has sufficient
resources. You must have enough memory for the virtual machine, and some memory overhead. See
"Querying Virtual Machine Memory Overhead" on page 88.

VirtualMachine power operations allow you to change the power state. Each operation is sensitive to the
current power state, for example, powering on a powered off virtual machine has the desired result while
powering on a powered on virtual machine results in an error. You must check the current state before you run
one of these tasks.

- PowerOnVM_Task – Powers on a virtual machine. If the virtual machine is suspended, this method
  resumes execution from the suspend point.
- PowerOffVM_Task – Powers off a virtual machine.
Registering and Unregistering Virtual Machines

When you create a virtual machine, it becomes part of the inventory (inside the folder from which you called the creation method by default), and it is registered. If you copy virtual machine files to relocate the virtual machine, or if you remove the files from the inventory using the vSphere Client, it becomes unregistered and unusable. You cannot power on a virtual machine that is not part of the inventory.

To restore the virtual machine to the inventory, and make it usable again, you can use the RegisterVM_Task method, defined in the Folder managed object. You can register the virtual machine to a host or to a resource pool. You can register the virtual machine as a template if you want to use it to clone other virtual machines from.

The ColdMigration.java sample illustrates both registering and reconfiguring a virtual machine. At the heart of the sample is the following call, which registers the virtual machine. Arguments include the virtual machine’s current folder, datastore path, and name, whether to register as a template, and the resource pool or host to register the machine in.

```java
ManagedObjectReference taskmor = cb.getConnection().getService().registerVM_Task(
    vmFolderMor, vmxPath, getVmName(), false, resourcePool, host);
```

After registration, the virtual machine takes its resources (CPU, memory, and so on) from the resource pool or host to which it is registered.

The RemoveManagedObject.java sample illustrates unregistering a virtual machine.
Customizing the Guest Operating System

You install the guest operating system on the virtual machine just as you would install it on a physical machine. Afterwards, you can use the vSphere API to retrieve information and perform some customization if VMware Tools is installed on top of the guest operating system.

VirtualMachine includes the following methods for managing the guest operating system:

- **ShutdownGuest** and **RebootGuest** shut down and reboot the guest OS, and **StandbyGuest** puts the guest in hibernation mode. In each case, you perform the action on the guest OS. For example, you might shut down Windows but leave the virtual machine running.

- **ResetGuestInformation** clears cached guest information. Guest information can be cleared only if the virtual machine is powered off. Use this method if stale information is cached, preventing reuse of an IP address or MAC address.

- **SetScreenResolution** sets the console screen size of the guest operating system. When you call this method, the change is reflected immediately the virtual machine console you can access in the vSphere Client.

You can customize the identity and network settings of the guest OS with the **CustomizationSpec** data object that is a parameter to **VirtualMachine.CustomizeVM_Task**. The CustomizationSpec is also a property of the **VirtualMachineCloneSpec** you pass in when cloning a virtual machine.

The settings you customize with this method are primarily virtual machine settings, but because the virtual machine and the guest OS share the information, you are also customizing the guest OS with this method.

The CustomizationSpec allows you to set the following properties:

- **encryptionKey** – Array of bytes that can be used as the public key for encrypting passwords of administrators.

- **globalIPSettings** – Contains a **CustomizationGlobalIPSettings** data object which specifies a list of DNS servers and a list of name resolution suffixes for the virtual network adapter.

- **identity** – Allows you to specify the network identity and settings, similar to the Microsoft Sysprep tool.

- **nicSettingMap** – Custom IP settings that are specific to a particular virtual network adapter.

- **options** – Optional operations (either LinuxOptions or WinOptions).

Installing VMware Tools

VMware Tools is a suite of utilities that enhances the performance of a virtual machine’s guest operating system and improves virtual machine management. For each guest OS, VMware provides a specific binary-compatible version of VMware Tools. The SDK requires that you install VMware Tools, or some operations related to the guest operating system fail. See “Installing VMware Tools” on page 124.

**IMPORTANT** You must install the guest operating system before you install VMware Tools.

With VMware Tools installed on the guest OS, the virtual machine obtains its DNS (domain name server) name and an IP address and is therefore reachable over the network.

VirtualMachine includes three methods for automating installation and upgrade of VMware Tools:

- **MountToolsInstaller** – Mounts the VMware Tools CD installer as a CD-ROM for the guest operating system. To monitor the status of the tools installation, check GuestInfo.toolsVersionStatus. Check GuestInfo.toolsVersionStatus and GuestInfo.toolsRunningStatus for related information.

- **UnmountToolsInstaller** – Unmounts the VMware Tools installer CD.

- **UpgradeToolsTask** – Performs an upgrade of VMware Tools. This method assumes VMware Tools has been installed and is running. The method takes one argument, InstallerOptions, which allows you to specify command-line options passed to the installer to modify the installation procedure for tools.
Use the `ToolsConfigInfo` data object in `VirtualMachineConfigSpec.toolsInfo` property to specify the settings for the VMware Tools software running on the guest operating system.

**Upgrading a Virtual Machine**

You can upgrade virtual machine hardware by running the `VirtualMachine.UpgradeVM_Task` method. The method upgrades this virtual machine’s virtual hardware to the latest revision that is supported by the virtual machine’s current host. You can specify the version number as an argument. This method is useful if you want to run your virtual machine on a newer hypervisor that supports newer versions of the hardware.
Virtual Machine Management

Virtual machines can perform like physical computers and can be configured like physical computers, as discussed in Chapter 10, “Configuring a Virtual Machine,” on page 117. Virtual machines also support special features that physical computers do not support. This chapter discusses some of these features: migrating virtual machines, using snapshots, and using linked virtual machines.

The chapter includes the following topics:

- “Virtual Machine Migration” on page 127
- “Snapshots” on page 128
- “Linked Virtual Machines” on page 130

Virtual Machine Migration

Migration is the process of moving a virtual machine from one host or storage location to another. Copying a virtual machine creates a new virtual machine. It is not a form of migration. vSphere supports the following migration types:

<table>
<thead>
<tr>
<th>Migration Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cold migration</td>
<td>Moves a powered-off virtual machine to a new host. Optionally, you can relocate configuration and disk files to new storage locations. Cold migration can be used to migrate virtual machines from one datacenter to another.</td>
</tr>
<tr>
<td>Migration of a suspended virtual machine</td>
<td>Moves a suspended virtual machine to a new host. Optionally, you can relocate configuration and disk files to new storage location. You can migrate suspended virtual machines from one datacenter to another.</td>
</tr>
<tr>
<td>Migration with VMotion</td>
<td>Moves a powered-on virtual machine to a new host. Migration with VMotion allows you to move a virtual machine to a new host without interruption in the availability of the virtual machine. Migration with VMotion cannot be used to move virtual machines from one datacenter to another.</td>
</tr>
<tr>
<td>Migration with Storage VMotion</td>
<td>Moves the virtual disks or configuration file of a powered-on virtual machine to a new datastore. Migration with Storage VMotion allows you to move a virtual machine's storage without interruption in the availability of the virtual machine.</td>
</tr>
</tbody>
</table>

Migration of a suspended virtual machine and migration with VMotion are both sometimes called hot migration, because they allow migration of a virtual machine without powering it off.

You can move virtual machines manually or set up a scheduled task to perform the cold migration.
Cold Migration

If a virtual machine is shut down, you can move it to a different cluster, resource pool, or host by copying all virtual machine files to a different directory. The ColdMigration example illustrates this.

Migration with VMotion

VMware VMotion support the live migration of running virtual machines from one physical server to another with no downtime. You can perform this migration only between hosts in the same datacenter that are managed by a vCenter Server system. You must power off a virtual machine to move it to a different datacenter.

When you call the VirtualMachine object's MigrateVM_Task method, you can specify either a host or resource pool to migrate to. You can optionally specify the task priority and the power state of the virtual machine. The VMotion example performs the following tasks:

- Uses QueryVMotionCompatibility_Task to check two hosts are compatible.
- Uses CheckMigrate_Task to check whether migration is feasible. For example, if two hosts are not compatible, virtual machines cannot be migrated from one to the other.
- Uses CheckRelocation_Task to check whether relocation is possible.

The sample performs the migration if the hosts are compatible.

Using Storage VMotion

Storage VMotion allows you to move a running virtual machine from one VMFS volume to another. Taking the virtual machine or its associated storage offline is not required. All datastore types are supported, including local storage, VMFS, and NAS (network attached storage).

You can place the virtual machine and all its disks in a single location, or select separate locations for the virtual machine configuration file and each virtual disk. The virtual machine remains on the same host during Storage VMotion.

To perform storage VMotion, you use the VirtualMachine.RelocateVM_Task method. The RelocateVMSpec passed in to the method allows you to specify the target datastore and target host or resource pool.

Snapshots

A snapshot is reproduction of the virtual machine just as it was when you took the snapshot. The snapshot includes the state of the data on all virtual machine disks and the virtual machine power state (on, off, or suspended). You can take a snapshot when a virtual machine is powered on, powered off, or suspended.

When you create a snapshot, the system creates a delta disk file for that snapshot in the datastore and writes any changes to that delta disk. You can later revert to the previous state of the virtual machine.

The VirtualMachine object has methods for creating snapshots, reverting to any snapshot in the tree, and removing snapshots.
Snapshot hierarchies can become fairly complex. For example, assume that, in the example in Figure 11-1, you revert to snapshot_a. You might then work with and make changes to the snapshot_a virtual machine, and create a new snapshot, creating, in effect, a branching tree.

**Creating a Snapshot**

The `VirtualMachine.CreateSnapshot_Task` method creates a new snapshot of a virtual machine. As a side effect, the current snapshot becomes the parent of the new snapshot.

The method allows you to specify a name for the snapshot and also requires you set the `memory` and `quiesce` properties:

- **memory** – If `true`, a dump of the internal state of the virtual machine (basically a memory dump) is included in the snapshot. Memory snapshots consume time and resources, and take a while to create. When set to `false`, the power state of the snapshot is set to powered off.

- **quiesce** – If `true` and the virtual machine is powered on when the snapshot is taken, VMware Tools is used to quiesce the file system in the virtual machine. This ensures that a disk snapshot represents a consistent state of the guest file systems. If the virtual machine is powered off or VMware Tools is not available, the quiesce flag is ignored.

The `VMSnapshot.java` example calls this method as follows:

```java
ManagedObjectReference taskMor = service.createSnapshot_Task(
    vmMor, snapshotName, desc, false, false);
```

The method returns MOR to a `Task` object with which to monitor the operation. The `info.result` property in the `Task` contains the newly created `VirtualMachineSnapshot` upon success.

**Reverting to a Snapshot**

When you revert to a snapshot, you restore a virtual machine to the state it was in when the snapshot was taken. The `VirtualMachine.RevertToSnapshot_Task` allows you to specify a target host and whether the virtual machine should be powered on.

If the virtual machine was running when the snapshot was taken, and you restore it, you must either specify the host to restore the snapshot to, or set the `SupressPowerOn` flag to `true`.
Deleting a Snapshot

You can delete all snapshots by calling `VirtualMachine.RemoveAllSnapshots` or by calling the `VirtualMachineSnapshot.RemoveSnapshot_Task` method. The `VirtualMachineSnapshot` object was previously returned in the task returned by the `CreateSnapshot_Task` method.

Linked Virtual Machines

Linked virtual machines are two or more virtual machines that share storage and support efficient sharing of duplicated data.

Linked Virtual Machines and Disk Backings

In its simplest form, shared storage is achieved through the use of delta disk backings. A delta disk backing is a virtual disk file that sits on top of a standard virtual disk backing file. Each time the guest operating system on a virtual machine writes to disk, the data is written to the delta disk. Each time the guest operating system on a virtual machine reads from disk, the virtual machine first targets the disk block in the delta disk. If the data is not on the delta disk, the virtual machine looks for them on the base disk.

Linked virtual machines can be created from a snapshot or from the current running point. After you create a set of linked virtual machines, they share the base disk backing and each virtual machine has its own delta disk backing, as shown in Figure 11-2.

Figure 11-2. Linked Virtual Machines with Shared Base Disk Backing and Separate Delta Disk Backing

---

CAUTION We recommend a limit of up to eight host virtual machines accessing the same base disk in a linked virtual machine group. However, you can have an unlimited number of linked virtual machines within each host virtual machine in the group.

Limitation for HA Clusters

Virtual machines in a linked clone group can be part of a VMware HA (high availability) cluster. The number of hosts in a cluster affects HA’s ability to restart a failed virtual machine. If the cluster has eight or fewer hosts, then linked virtual machines restart properly. However, if the cluster has more than eight hosts, HA might not be able to restart a virtual machine after it fails. This is because HA is not aware that virtual machines in a linked clone group are subject to the eight host limit, so when responding to a failure, HA might try to restart the virtual machine on a host that cannot participate in the group due to the maximum host limit. HA will attempt failover five times to different hosts. Thus, in clusters with 13 or more hosts, it is possible that HA will never try a host that belongs to the linked clone group. This behavior is the same for vSphere 4.0, 4.1, and 5.0.

Creating a Linked Virtual Machine

You can create linked virtual machines in one of two ways:

- Clone the virtual machine from a snapshot.
- Clone the virtual machine from the current virtual machine state. This state might differ from the snapshot point.
Creating a Linked Virtual Machine From a Snapshot

You first create a snapshot, and then create the linked virtual machine from the snapshot.

1. To create the snapshot, call the `CreateSnapshot_Task` method for the virtual machine. The virtual machine can be in any power state. The following pseudo code creates a snapshot named `snap1`. The code does not include a memory dump. VMware Tools is used to quiesce the file system in the virtual machine if the virtual machine is powered on.

   ```python
   myVm.CreateSnapshot("snap1", "snapshot for creating linked virtual machines", False, True)
   ```

2. To create the linked virtual machine, specify the snapshot you created and use a `VirtualMachineRelocateDiskMoveOptions.diskMoveType` of `createNewDeltaDiskBacking`, as illustrated in Example 11-1. Creating linked virtual machines from a snapshot works with virtual machines in any power state.

Example 11-1. Creating a Linked Virtual Machine from a Snapshot

```python
relSpec = new VirtualMachineRelocateSpec()
relSpec.diskMoveType = VirtualMachineRelocateDiskMoveOptions.createNewChildDiskBacking

cloneSpec = new VirtualMachineCloneSpec()
cloneSpec.powerOn = False
cloneSpec.template = False
cloneSpec.location = relSpec
cloneSpec.snapshot = myVm.snapshot.currentSnapshot

myVm.Clone(myVm.parent, myVm.name + "-clone", cloneSpec)
```

The result is a virtual machine with the same base disk as the original, but a new delta disk backing.

Figure 11-3. Creating a Linked Virtual Machine from a Snapshot

Creating a Linked Virtual Machine From the Current Running Point

To create a virtual machine from the current running point, clone the virtual machine, as in Example 11-1, but use a `diskMoveType` of `moveChildMostDiskBacking`. The virtual machine can be in any power state.

Example 11-2. Creating a Linked Virtual Machine from the Current Running Point

```python
relSpec = new VirtualMachineRelocateSpec()
relSpec.diskMoveType = VirtualMachineRelocateDiskMoveOptions.moveChildMostDiskBacking

cloneSpec = new VirtualMachineCloneSpec()
cloneSpec.powerOn = False
cloneSpec.template = False
cloneSpec.location = relSpec

myVm.Clone(myVm.parent, myVm.name + "-clone", cloneSpec)
```
Removing Snapshots and Deleting Linked Virtual Machines

After you have created a group of linked virtual machines, you can remove a snapshot that was the basis for a linked virtual machine, or delete a virtual machine. Those actions affect disks in the linked virtual machine group. Perform the actions when connected to a vCenter Server system for disk consolidation or deletion.

- **Snapshot removal** – During snapshot removal, the snapshot metadata is also removed, and the virtual machine from which the snapshot was taken is no longer shown as having snapshots. If you remove a snapshot while connected to the ESX/ESXi host directly, shared disks are not consolidated and unnecessary levels of delta disks might result. If you remove a snapshot while connected to a vCenter Server system, shared disks are not consolidated, but unshared disks are consolidated.

- **Virtual machine deletion** – When you delete a virtual machine by directly connecting to the ESX/ESXi host, shared disks are not deleted. When you delete a virtual machine by connecting to a vCenter Server system, shared disks are not deleted, but unshared disks are deleted.

**CAUTION** Delete all linked virtual machines before deleting the master from which they were created, so that you don’t have orphaned or corrupt disk files on your file system.

Relocating a Virtual Machine in a Linked Virtual Machine Group

You can move the virtual machines in a linked virtual machine group between datastores and save storage, as shown in Figure 11-3. The contents of the delta disk might not be as important as the contents of the base, and you can save storage by removing the delta disk.

**Example 11-3. Relocating a Linked Virtual Machine**

```java
relSpec = new VirtualMachineRelocateSpec()
relSpec.diskMoveType = VirtualMachineRelocateDiskMoveOptions.moveChildMostDiskBacking
relSpec.datastore = localDatastore
myVm.Relocate(relSpec)
```

You can relocate multiple linked virtual machines to a new datastore, but keep all shared storage during the relocation. To achieve the relocation, relocate the desired virtual machines one by one, giving the option to allow reattaching to an existing disk, as shown in Example 11-4.

**Example 11-4. Relocating Multiple Linked Virtual Machines**

```java
relSpec = new VirtualMachineRelocateSpec()
relSpec.diskMoveType = VirtualMachineRelocateDiskMoveOptions.moveAllDiskBackingsAndAllowSharing
relSpec.datastore = targetDatastore
myVm.Relocate(relSpec)
```
### Promoting a Virtual Machine's Disk

Promoting a virtual machine's disk improves performance.

| IMPORTANT | You can use the PromoteDisks API only when connected to a vCenter Server system. |

You can use **PromoteDisks** to copy disk backings or to consolidate disk backings.

- **Copy** – If the unlink parameter is `true`, any disk backing that is shared by multiple virtual machines is copied so that this virtual machine has its own unshared version. Files are copied into the home directory of the virtual machine. This setting results in improved read performance, but higher space requirements. The following call copies and shares disks, and then collapses all unnecessary disks:

  ```python
  myVm.PromoteDisks(True, [])
  ```

- **Consolidate** – If the unlink parameter is `false`, any disk backing that is not shared between multiple virtual machines and not associated with a snapshot is consolidated with its child backing. The net effect is improved read performance at the cost of inhibiting future sharing. The following call eliminates any unnecessary disks:

  ```python
  myVm.PromoteDisks(False, [])
  ```

Promoting a virtual machine's disk might also be useful if you end up with disk backings that are not needed for snapshots or for sharing with other virtual machines.

Both uses of **PromoteDisks** take an optional second argument, which allows you to apply the method to only a subset of disks. For example, you can unshare and consolidate only the virtual disk with key `2001` as follows:

```python
for any of my VMs in dev
  if (dev.key == 2001)
    disk2001 = dev

myVm.PromoteDisks(True, [disk2001])
```

### Performing Advanced Manipulation of Delta Disks

For advanced manipulation of delta disks, you can use **VirtualDeviceConfigSpec** methods such as **VirtualDeviceConfigSpec.create** and **VirtualDeviceConfigSpec.add**.

Both **add** and **create** allow you to create a blank delta disk on top of an existing disk. You can specify **add** or **create** in the **VirtualDeviceSpec** and pass in a virtual disk whose **parent** property is an existing disk. The methods create a new delta disk whose parent is the existing disk.

| CAUTION | Do not use the VirtualMachine.ReconfigVM_Task call to create or add a delta disk. |
One use case is adding a delta disk on top of an existing virtual disk in a virtual machine without creating a snapshot. Example 11-5 illustrates how to add the delta disk for the first virtual disk in the virtual machine.

**Example 11-5. Creating a Virtual Machine**

```python
disk = None
for any of my VMs in dev
    if (VirtualDisk.instance == dev):
        disk = dev

# Remove the disk
removeDev = new VirtualDeviceConfigSpec()
removeDev.operation = "remove"
removeDev.device = disk

# Create a new delta disk which has the
# original disk as its parent disk
addDev = new VirtualDeviceConfigSpec()
addDev.operation = "add"
addDev.fileOperation = "create"
addDev.device = copy.copy(disk)
addDev.device.backing = copy.copy(disk.backing)
addDev.device.backing.fileName = "[" + disk.backing.datastore.name + "]"
addDev.device.backing.parent = disk.backing

spec = new VirtualMachineConfigSpec()
spec.deviceChange = [removeDev, addDev]
vm.Reconfigure(spec)
```
Virtual Applications

A virtual application consists of one or more virtual machines, which are deployed, managed, and maintained as a single unit. This chapter explains how to use the vSphere Web Services SDK for building and managing a virtual application.

This chapter includes the following topics:
- “About Virtual Applications” on page 135
- “Creating a VirtualApp” on page 137
- “Managing VirtualApp Children” on page 137
- “Exporting a Virtual Application” on page 138
- “Importing an OVF Package” on page 139
- “Virtual Application Life Cycle” on page 139

About Virtual Applications

A virtual application specifies and encapsulates the components of virtual machines and applications, and the operational policies and service levels associated with those components. A virtual application can be as simple as an individual virtual machine with a specific operating system (virtual appliance), or as complex as a complete corporate Web site. Each virtual machine in a virtual application contains a preinstalled, preconfigured operating system and might contain an application stack optimized to provide a specific set of services.

In the vSphere Web Services SDK, the VirtualApp managed object represents a virtual application. A VirtualApp object extends ResourcePool with the following capabilities:
- Store product information such as product name, vendor, properties, and licenses in vAppConfigInfo.
- Specify power-on and power-off sequence specification.
- Import and export of VirtualApp objects as OVF packages.
- Perform application-level customization using the OVF environment.

Management Overview

You can use the Web Services SDK to create and manage virtual applications by following these steps:

1. Call the CreateVApp method to create a virtual application without children. See “Creating a VirtualApp” on page 137.
2. Add child objects. See “Managing VirtualApp Children” on page 137.

You can then import the OVF to create and customize the virtual application.
Direct and Linked Children

A virtual application consists of one or more child virtual machines or virtual applications. VirtualApp children have the following characteristics:

- Each child has exactly one parent VirtualApp.
- Each child can participate in power-on and power-off sequences.
- The lifetime of each child is determined by the parent VirtualApp object.

VirtualApp children are either direct or linked, based on where a child derives its resources.

- **Direct Children.** A direct child of a virtual application is a virtual machine or virtual application object that you add explicitly. See “Managing VirtualApp Children” on page 137 for a list of methods. Direct children share resources with the parent VirtualApp object. Both virtual machines and virtual application can be direct children.

- **Linked Children.** A linked child of a virtual application is a virtual machine or virtual application that you add by calling the UpdateLinkedChildren method. Linked children increase the flexibility of the VirtualApp by allowing child entities to use different resources from the parent VirtualApp object. Linked children can be part of a different clusters, but a virtual application and its children must be in the same Datacenter. Both virtual machines and virtual applications can be linked children.

Linked children gives better flexibility. In particular, you can create virtual applications that span clusters. The vSphere Client does not support adding or removing links, though it does show links.

When you add a linked child to a virtual application, the following rules apply:

- An InvalidArgument fault is thrown if the UpdateLinkedChildren method is called on a link target that is a direct child of another virtual application.
- When you add a virtual machine or virtual application that is already a linked child of another virtual application, the existing link is removed and replaced with the new link.
- The life-time of a linked child is determined by the destroyWithParent property on the VAppEntityConfigInfo data object. If set to true, the child is destroyed when the parent VirtualApp is destroyed. Otherwise, the link is removed when the VirtualApp is destroyed.

If you add a virtual application that consists of multiple entities, for example multiple virtual machines, the entities are moved sequentially and committed one at a time, as specified in the list. If a failure is detected, the method terminates with an exception.

OVF Packages

Open Virtualization Format (OVF) is a distribution format for virtual applications. vSphere uses the OVF package as a unit of distribution and storage for virtual applications. Because these entities are uploaded, downloaded, and stored in OVF package format, vSphere supports access to and deployment of a wide variety of virtual applications.

A virtual application typically consists of one or more virtual disk files and a configuration file.

- The virtual disk files contain the operating systems and applications that run on the virtual machines in the virtual application.
- The configuration file contains metadata that describes how the virtual application is configured and deployed.

An OVF package might also include certificate and manifest files.

The OVF package contains metadata that describes the capabilities and infrastructure requirements of the virtual application, and contains references to the virtual disks and other files that store the virtual machine state. Most of this information is stored in an XML document called the OVF envelope. When an OVF package is instantiated into either a VirtualApp or a VirtualMachine object (which depends on metadata in the envelope), then the configuration stored in the OVF envelope is applied to the VirtualApp and the VirtualMachine objects.
Some of the information in the OVF file is used unaltered, with entire ovf:Section_Type elements included in the VirtualApp object body. Other sections are transformed or extended by instantiation. You do not need detailed knowledge of all OVF package elements, but a basic understanding of key parts of the package and how they relate to virtual applications is useful.

See the OVF specification at the DMTF Web site for additional information.

Creating a VirtualApp

You always create a VirtualApp without children. The CreateVApp method includes the following parameters:
- **resSpec** – Properties you would specify for a ResourcePool.
- **configSpec** – VAppConfigSpec data object for specifying virtual-application specific information.
- **vmFolder** – Depends on the VirtualApp structure:
  - When creating top-level virtual applications, that is, virtual applications with no ancestor virtual applications, you must specify a folder.
  - If the VirtualApp has another virtual application in the ancestry chain, the folder parameter must be NULL when you create the VirtualApp.

Managing VirtualApp Children

You can add virtual machines and virtual applications to your virtual application as direct or linked children. See “Direct and Linked Children” on page 136. You use different methods for adding or removing direct or linked children, as follows:
- **Direct children.** Use one of the following methods:
  - CreateChildVMTask adds a new virtual machine.
  - CreateVApp adds a new virtual application.
  - MoveIntoResourcePool adds or removes an existing virtual machine or virtual application
- **Linked children.** Use **UpdateLinkedChildren** to add or remove virtual machines or virtual applications.

You can call the UpdateVappConfig method to specify how each virtual machine fits into the virtual application.

**Table 12-1. VAppEntityConfigInfo Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Enumeration</th>
</tr>
</thead>
<tbody>
<tr>
<td>destroyWithParent</td>
<td>True if the entity should be removed when the VirtualApp is removed.</td>
</tr>
<tr>
<td>key</td>
<td>Key for the virtual machine or virtual application, a managed object reference to the child.</td>
</tr>
<tr>
<td>startAction</td>
<td>One of the strings in the VAppAutoStartAction enumeration.</td>
</tr>
<tr>
<td>startDelay</td>
<td>Delay, in seconds, before continuing with the next entity.</td>
</tr>
<tr>
<td>startOrder</td>
<td>Specifies the start order for this entity. Entities are started from lower numbers to higher-numbers and reverse on shutdown. Multiple entities with the same start order are started in parallel and the order is unspecified. This value must be 0 or higher.</td>
</tr>
<tr>
<td>stopAction</td>
<td>Defines the stop action for the entity. Can be set to none, powerOff, guestShutdown, or suspend. If set to none, then the entity does not participate in auto-stop.</td>
</tr>
<tr>
<td>stopDelay</td>
<td>Delay, in seconds, before continuing with the next entity.</td>
</tr>
<tr>
<td>tag</td>
<td>Tag for the entity.</td>
</tr>
<tr>
<td>waitingForGuest</td>
<td>Determines if the virtual machine should start after receiving a heartbeat, from the guest.</td>
</tr>
</tbody>
</table>
Exporting a Virtual Application

You export a virtual application as an OVF template. To export the virtual application, all virtual machines in it must be powered off.

To export a virtual application, you follow steps in the following order:

1. “Acquiring the Export Lease” on page 138
2. “Downloading the Disks” on page 138
3. “Generating the OVF Descriptor” on page 138
4. “Completing the Lease” on page 139

Acquiring the Export Lease

Call the `VirtualApp.ExportVapp` method to obtain an export lease on the `VirtualApp` object. The export lease contains a list of URLs for the disks of the virtual machines in the `VirtualApp` object, as well as a ticket that gives access to these URLs.

The method returns a `HttpNfcLease` managed object reference. You can retrieve information about the state and, later, the content of the lease from this managed object reference.

**NOTE** Acquiring a lease requires time to complete. Check the acquisition state periodically (`HttpNfcLeaseState` type) to determine when you can continue with the process and download the disks.

While the lease is held, the virtual machines in the `VirtualApp` object are locked. Locked virtual machines cannot be powered on, deleted, or undergo any other state change that would disrupt the export process.

Downloading the Disks

When the lease is ready, the `HttpNfcLeaseInfo.deviceUrl` property is an array of `HttpNfcLeaseDeviceUrl` data object. Each object provides a mapping from logical device IDs to upload and download URLs. The URLs that are returned from the lease objects are used to directly post or get the virtual disks. The virtual disks must be stream-optimized VMDK format. This format is described in the virtual disk format specification available at [http://www.vmware.com/technical-resources/interfaces/vmdk.html](http://www.vmware.com/technical-resources/interfaces/vmdk.html).

While downloading each disk, you can create a filename for the resulting disk file. You should choose a name based on the corresponding key of the device URL of the lease (`HttpNfcLease.info.deviceURL.key`). OVF Descriptor generation requires the key.

The client must periodically call the `HttpNfcLeaseProgress` method on the export lease to prevent the lease from expiring.

You can call the `HttpNfcLeaseAbort` method to terminate the lease. Calling the method releases the lock on the virtual application.

Generating the OVF Descriptor

During the last step of the export process, you generate an OVF descriptor by calling the `OVFManger.createDescriptor` method. You must specify the name and size of each file in the download. Use the `CreateDescriptorParams.ovfFiles` array to describe the files. If this array is left empty, placeholders are inserted into the OVF descriptor and the client is responsible for updating the placeholders.

By creating the descriptor, you provide information about the disk files downloaded by the client, both the filenames chosen and the sizes observed, to the server. The server does have that information due to compression during download.
Completing the Lease

After generating the OVF descriptor, call HttpNfcLease.HttpNfcLeaseComplete to update task information and release the lock on the virtual application.

Importing an OVF Package

To import the virtual application OVF template, you follow a few basic steps. The steps are the same for an OVF package that contains a single virtual machines or an OVF package that contains a more complex virtual application.

1. Parse the OVF descriptor by calling OvfManager.parseDescriptor.
2. Validate the target ESX/ESXi host by calling OvfManager.validateHost.
3. Create the VirtualAppImportSpec by calling OvfManager.createImportSpec.
   
   This structure contains all the information needed to create the entities on the vCenter Server, including children. Clients do not have to read or modify VirtualAppImportSpec to perform basic OVF operations.

   The method uses a parsed OVF descriptor to create VirtualApp and VirtualMachine objects in the vSphere environment.

The import process itself consists of two steps:

- The server creates the virtual machines and virtual applications.
  
  You must wait for the server to create all inventory objects. During object creation, the server monitors the state property on the HttpNfcLease object returned from the ImportVApp call. When the server completes object creation, the server changes the lease to ready state and you can begin uploading virtual disk contents. If an error occurs while the server is creating inventory objects, the lease changes to the error state, and the import process is aborted.

- The client application uploads virtual disk contents do an HTTP POST request with the content of the disk to the provided URLs. The disk is in the stream-optimized VMDK format (http://www.vmware.com/technical-resources/interfaces/vmdk.html). As an alternative, you can use the OVF tool, available at http://communities.vmware.com/community/developer/forums/ovf at VMware Communities.

  When all inventory objects have been created and the HttpNfcLease has changed to ready state, you can upload disk contents by using the URLs provided in the info property of the HttpNfcLease object. You must call the HttpNfcLeaseProgress method on the lease periodically to keep the lease alive and report progress to the server. Failure to do so causes the lease to time out, aborting the import process.

  When you are done uploading disks, complete the lease by calling the HttpNfcLeaseComplete method. You can terminate the import process by calling the HttpNfcLeaseAbort method.

  If the import process fails, is terminated, or times out, all created inventory objects are removed, including all virtual disks.

Virtual Application Life Cycle

You can power a virtual application on or off and perform other lifecycle operations.

Powering a Virtual Application On or Off

You can use the PowerOnVApp_Task method to power on a VirtualApp object. This method starts the virtual machines or child virtual applications in the order specified in the virtual application configuration.

While a virtual application is starting, all power operations performed on subentities are disabled.
If a virtual machine in a virtual application fails to start, an exception is returned and the power-on sequence terminates. In case of a failure, virtual machines that are already started remain powered on.

You can use the `PowerOffVApp_Task` method to power off a virtual application. This method stops the virtual machines or child virtual applications in the order specified in the `VirtualApp` object configuration if `force` is `false`. If `force` is set to `true`, this method stops all virtual machines (in no specific order and possibly in parallel) regardless of the `VirtualApp` object auto-start configuration.

While a virtual application is stopping, all power operations performed on subentities are disabled.

### Unregistering a Virtual Application

You can call the `UnregisterVApp_Task` method to remove a `VirtualApp` object from the inventory without removing any of the component virtual machine files on disk. All high-level information stored with the management server (ESX/ESXi or vCenter Server system) is removed, including information about `VirtualApp` object configuration, statistics, permissions, and alarms.

### Suspending a Virtual Application

You can call the `SuspendVApp_Task` method to suspend all running virtual machines in a virtual application, including virtual machines running in child virtual application. The virtual machines are suspended in the order that is used for a power off operation, which is the reverse of a power on sequence.

While a virtual application is being suspended, all power operations performed on subentities are disabled. If you attempt to perform a power operation, a `TaskInProgress` error results.

### Destroying a Virtual Application

When a `VirtualApp` object is destroyed, all of its virtual machines and any child virtual applications are destroyed.

The `VirtualAppVAppState` type defines the set of states a `VirtualApp` object can be in. The transitory state between started and stopped is modeled explicitly, since the starting or stopping of a virtual application might take minutes to complete.

The life-time of a linked child is determined by the `destroyWithParent` property on the `VAppEntityConfigInfo` data object. If set to `true`, the child is destroyed when the parent virtual application is destroyed. Otherwise, only the link is removed when the virtual application is destroyed.
Underlying all virtual components are the actual physical resources of the host system, such as CPU, RAM, storage, network infrastructure, and so on. vSphere supports sharing of resources on an individual host or across hosts using resource pools. vSphere also supports clusters for failover or load balancing.

The chapter includes the following topics:

- “Resource Management Objects” on page 141
- “Introduction to Resource Management” on page 142
- “Resource Allocation” on page 142
- “Creating and Configuring Resource Pools” on page 144
- “Introduction to VMware DRS and VMware HA Clusters” on page 146
- “Creating and Configuring Clusters” on page 147
- “Managing DRS Clusters” on page 148
- “Managing HA Clusters” on page 149

Resource Management Objects

Central to resource management for all environments is either a ComputeResource or a ClusterComputeResource managed object.

- The ComputeResource managed object represents the set of resources for a set of virtual machines. A ComputeResource is always associated with a root ResourcePool object.

- The ResourcePool managed object represents a set of physical resources of a single host, a subset of a host's resources, or resources spanning multiple hosts. Resource pools can be subdivided by creating child resource pools. Only virtual machines associated with a resource pool can be powered on.

- The ClusterComputeResource data object aggregates the compute resources of multiple associated HostSystem objects into a single compute resource for use by virtual machines. If you plan on using VMware cluster services such as HA (High Availability), DRS (Distributed Resource Scheduling), or on using EVC (Enhanced vMotion Compatibility), use ClusterComputeResource.

IMPORTANT: HA, DRS, and EVC require licenses. If any clustering functionality does not work properly, check whether you have licenses for it.
Introduction to Resource Management

An ESX/ESXi host allocates each virtual machine a portion of the underlying hardware resources based on several factors:

- Total available resources for the ESX/ESXi host, resource pool, or cluster to which the virtual machine belongs.
- Number of virtual machines powered on and resource usage by those virtual machines.
- Overhead required to manage the virtualization.
- Limits defined by the user.

Resource management allows you to dynamically allocate resources to virtual machines so that you can more efficiently use available capacity. You can change resource allocation in the following ways.

- Specify resource allocation for individual virtual machines. See “CPU and Memory Resource Allocation” on page 119.
- Create a hierarchy of resource pools and add the virtual machine to a resource pool with characteristics appropriate for its use. See “Resource Pool Hierarchies” on page 142.
- Add hosts and virtual machines to a cluster so you can take advantage of VMware DRS for recommendations or automatic resource redistribution. See “Creating and Configuring Clusters” on page 147.

Resource Allocation

When you create a virtual machine, you always specify the resource pool that the virtual machine can draw resources from and optionally a host on which the virtual machine should run. You can access the resource pool as follows:

- **Standalone host** – When you call `Folder.AddStandaloneHost_Task`, the call returns a `Task` object that contains the `ComputeResource`. The `ComputeResource.resourcePool` property is the root resource pool associated with the compute resource (and with the host).
- **Cluster** – When you call `Folder.CreateClusterEx`, the method returns a managed object reference to a `ClusterComputeResource` instance. Because `ClusterComputeResource` inherits all properties of `ComputeResource`, you can access the root folder through the `ClusterComputeResource.resourcePool` property.

Resource Pool Hierarchies

Resource pool hierarchies allow detailed control over which virtual machines are allowed how many resources.

For example, assume a standalone host has several virtual machines. The marketing department uses three of the virtual machines and the QA department uses two virtual machines. Because the QA department needs larger amounts of CPU and memory, the administrator creates one resource pool for each group. The administrator sets CPU Shares to High for the QA department pool and to Normal for the Marketing department pool so that the QA department users can run automated tests. The second resource pool with fewer CPU and memory resources is sufficient for the lighter load of the marketing staff. Whenever the QA department is not fully using its allocation, the marketing department can use the available resources.
Resource Pool Management Guidelines

The following rules govern resource pool creation.

- A root resource pool must always have at least as many resources as all its immediate children.
- Do not overcommit resource pool resources. The sum of all child pools should always be less than (not equal to or more than) the parent. For example, if four child resource pool reservations total 40 gigabytes and the parent resource pool has a reservation of 60 gigabytes, you have some room to create another resource pool. However, if the four child resource pool reservations total 60 gigabytes, you do not.
- Before creating new child resource pools, check available resources in the parent pool. The ResourcePool.runtimeInfo property is a ResourcePoolRuntimeInfo data object. The ResourcePoolRuntimeInfo.cpu and ResourcePoolRuntimeInfo.memory properties are ResourcePoolResourceUsage objects with resource usage information, including an unreservedForPool property. If the parent resource pool does not have enough available resources, reconfigure the reservation values of child pools before adding the new pool.
- Reconfigure child resource pools first, to ensure that the reservation properties of each child do not absorb all the resources of the parent.

Cluster Overview

vSphere supports grouping ESX/ESXi hosts that are managed by the same vCenter Server system into clusters. Clusters take advantage of features such as VMware DRS and VMware HA.

- VMware HA (VMware High Availability) migrates virtual machine from one host in a cluster to another host, in the event of host failure.
- VMware DRS (VMware Distributed Resource Scheduler, provides dynamic redistribution of resources. DRS also includes support for Distributed Power Management (DTM), which makes recommendations or decisions to power off hosts and power them on again as needed, to save energy.

You can set up VMware DRS to automatically migrate virtual machines, or to display recommendations if resources are not used efficiently across the datacenter.

See “Creating and Configuring Clusters” on page 147 and “Managing DRS Clusters” on page 148.
Creating and Configuring Resource Pools

A root resource pool is associated with each ComputeResource and with each ClusterComputeResource. You can create a hierarchy of resource pools by calling the ResourcePool.CreateResourcePool method passing in a ResourceConfig method as an argument. The ResourceConfig.cpuAllocation and ResourceConfig.memoryAllocation properties point to a ResourceAllocationInfo object that allows you to specify the information.

- **reservation** – Amount of CPU or memory that is guaranteed available to the resource pool. Reserved resources are not wasted if they are not used. If the utilization is less than the reservation, the resources can be utilized by other resource pools or running virtual machines.
- **expandableReservation** – In a resource pool with an expandable reservation, the reservation on a resource pool can expand beyond the specified value, if the parent resource pool has unreserved resources. A non-expandable reservation is called a fixed reservation. See “Understanding Expandable Reservation” on page 144. This property is ignored for virtual machines.
- **limit** – Upper limit for CPU or memory resources assigned to this resource pool. The virtual machine or resource pool does not exceed this limit, even if resources are available. This property is typically used to ensure consistent performance. Set this property to -1 to indicate no fixed upper limit on resource usage.
- **shares** – Relative metric for allocating memory or processing capacity among multiple resource pools. The SharesInfo data object has two properties, **level** and **shares**, that allow you to specify resource allocation.
  - **level** – Choose high, low, or normal to map to a predetermined set of numeric values for shares. See the API Reference Guide for the numbers for CPU, memory, and disk shares. Set this property to custom to specify an explicit number of shares instead.
  - **shares** – Allows you to specify the number of shares you want to allocate to the resource pool. The allocation is divided evenly between resource pools with the same level.

Calling the ResourcePool.UpdateConfig or ResourcePool.UpdateChildResourceConfiguration method allows you to change the configuration.

Understanding Expandable Reservation

Expandable reservations are best illustrated with examples.

**Expandable Reservation Example 1**

Assume an administrator manages pool P, and defines two child resource pools, S1 and S2, for two different users (or groups).

The administrator knows that users want to power on virtual machines with reservations, but does not know how much each user will reserve. Making the reservations for S1 and S2 expandable allows the administrator to more flexibly share and inherit the common reservation for pool P.

Without expandable reservations, the administrator needs to explicitly allocate S1 and S2 a specific amount. Such specific allocations can be inflexible, especially in deep resource pool hierarchies and can complicate setting reservations in the resource pool hierarchy.

Expandable reservations cause a loss of strict isolation; that is, S1 can start using all of P’s reservation, so that no memory or CPU is directly available to S2.

**Expandable Reservation Example 2**

Assume the following scenario (shown in Figure 13-2):

- Parent pool RP-MOM has a reservation of 6GHz and one running virtual machine VM-M1 that reserves 1GHz.
- You create a child resource pool RP-KID with a reservation of 2GHz and with Expandable Reservation selected.
You add two virtual machines, VM-K1 and VM-K2, with reservations of 2GHz each to the child resource pool and try to power them on.

VM-K1 can reserve the resources directly from RP-KID (which has 2GHz).

No local resources are available for VM-K2, so it borrows resources from the parent resource pool, RP-MOM. RP-MOM has 6GHz minus 1GHz (reserved by the virtual machine) minus 2GHz (reserved by RP-KID), which leaves 3GHz unreserved. With 3GHz available, you can power on the 2GHz virtual machine.

![Figure 13-2. Admission Control with Expandable Resource Pools, Scenario 1](image)

Now, consider another scenario with VM-M1 and VM-M2, shown in Figure 13-3.

- Power on two virtual machines in RP-MOM with a total reservation of 3GHz.
- You can still power on VM-K1 in RP-KID because 2GHz are available locally.
- When you try to power on VM-K2, RP-KID has no unreserved CPU capacity so it checks its parent. RP-MOM has only 1GHz of unreserved capacity available (5GHz of RP-MOM are already in use—3GHz reserved by the local virtual machines and 2GHz reserved by RP-KID). As a result, you cannot power on VM-K2, which requires a 2GHz reservation.

![Figure 13-3. Admission Control with Expandable Resource Pools, Scenario 2](image)

Deleting Child Resource Pools

The ResourcePool_DestroyChildren method recursively deletes all the child resource pools of a resource pool. The operation takes a single parameter, a reference to the parent ResourcePool managed object. Any virtual machines associated with the child resource pool are reassigned to the parent resource pool.
Moving Resource Pools or Virtual Machines Into a Resource Pool

You can move a resource pool and its children within a resource pool hierarchy.

The ResourcePool.MoveIntoResourcePool method lets you move virtual machines, virtual applications, or resource pool hierarchies into a new resource pool. You call the method with an array of ResourcePool or VirtualMachine managed object references that you want to move. The whole resource pool hierarchy, including child resource pools and virtual machines, is moved when you move a resource pool.

Minimum available resources of the immediate children must always be less than or equal to the resources of the immediate parent. The root resource pool cannot be moved.

Introduction to VMware DRS and VMware HA Clusters

Clusters are useful primarily with VMware DRS and VMware HA. This guide only gives a brief introduction. See the following manuals for details:

- VMware DRS, vSphere Resource Management Guide
- VMware HA, vSphere Availability Guide

VMware DRS

A VMware DRS cluster is a collection of ESX/ESXi hosts and associated virtual machines with shared resources and a shared management interface. Before you can obtain the benefits of cluster-level resource management you must create a DRS cluster.

When you add a host to a DRS cluster, the host’s resources become part of the cluster’s resources. In addition to this aggregation of resources, a DRS cluster supports cluster-wide resource pools and enforces cluster-level resource allocation policies. The following cluster-level resource management capabilities are available:

- **Load Balancing.** The vCenter Server system monitors distribution and usage of CPU and memory resources for all hosts and virtual machines in the cluster. DRS compares these metrics to an ideal resource utilization given the attributes of the cluster’s resource pools and virtual machines, the current demand, and the imbalance target. DRS then performs (or recommends) virtual machine migrations. When you first power on a virtual machine in the cluster, DRS attempts to maintain proper load balancing either by placing the virtual machine on an appropriate host or by making a recommendation.

- **Power Management.** When the VMware DTM (Distributed Power Management) feature is enabled, DRS compares cluster- and host-level capacity to the demands of the cluster’s virtual machines, including recent historical demand. DTM places (or recommends placing) hosts in standby power mode if sufficient excess capacity is found. DTM powers on (or recommends powering on) hosts if capacity is needed. Depending on the resulting host power state recommendations, virtual machines might need to be migrated to and from the hosts.

- **Virtual Machine Placement.** You can control the placement of virtual machines on hosts within a cluster, by assigning DRS affinity or anti-affinity rules.

See “Managing DRS Clusters” on page 148.

VMware HA

VMware HA supports high availability for virtual machines by pooling them and the hosts they reside on into a cluster. VMware HA monitors the hosts. In the event of host failure, VMware HA migrates virtual machines to hosts with capacity. When you add new virtual machines to a VMware HA cluster, VMware HA checks whether enough capacity to power on that virtual machine on a different host in case of host failure is available.

See “Managing HA Clusters” on page 149.
Creating and Configuring Clusters

The vSphere Web Services SDK includes objects and methods for all cluster management tasks. Some documentation is available in the API Reference. For additional background and details about the failover and load balancing behavior, see the Resource Management Guide and the High Availability Guide.

Creating a Cluster

If your environment includes a vCenter Server system and multiple ESX/ESXi hosts, you can create a cluster by calling the Folder.CreateCluster method. You pass in a name for the new cluster and a ClusterConfigSpec data object. In the data object, you can specify the following properties:

- **VMware HA**
  - `dasConfig` – `ClusterDasConfigInfo` data object that specifies the HA service on the cluster. Properties on this object determine whether strict admission control is enabled, what the default virtual machine settings in this cluster are, whether VMware HA restarts virtual machines after host failure, and so on. See the API Reference.
  - `dasVMConfigSpec` – `ClusterDasVMConfigSpec` object. `ClusterDasVMConfigSpec.info` is a `ClusterDasVmConfigInfo` data object that specifies the HA configuration for a single virtual machine. You can apply different settings to different virtual machines, or use the default specified in the `dasConfig` property.

- **VMware DRS**
  - `drsConfig` – `ClusterDrsConfigInfo` data object that contains configuration information for the VMware DRS service. Properties in this object specify the cluster-wide (default) behavior for virtual machine and the threshold for generating cluster recommendations. You can enable and disable VMware DRS with the `ClusterDrsConfigInfo.enabled` property.
  - `drsVmConfigSpec` – `ClusterDrsVMConfigSpec` data object that points to a `ClusterDrsVmConfigInfo` data object which specifies the DRS configuration for a single virtual machine. `ClusterDrsVmConfigInfo` overrides the default DRS configuration for an individual virtual machine and allows you to specify the DRS behavior and whether DRS can perform migration or recommend initial placement for a virtual machine.

When you update a DRS configuration, you call `ComputeResource.ReconfigurComputeResource_Task` and pass in a `ClusterConfigSpecEx` object. In the `ClusterConfigSpecEx.drsVmConfigSpec` property, you can specify an array of `ClusterDrsVMConfigSpec` objects that define the configuration for individual virtual machines.

- `rulesSpec` – `ClusterDrsRuleSpec` data object that points a `ClusterRuleInfo` data object which specifies the affinity and anti-association rules DRS should use. See the API Reference entry for `ClusterRuleInfo`.
Adding a Host to a Cluster

The methods available for adding hosts to a cluster are useful under different circumstances. Each method returns a managed object reference to a task.

- ClusterComputeResource.AddHost_Task – Adds a host to a cluster. The host name must be either an IP address, such as 192.168.0.1, or a DNS resolvable name. If the cluster supports nested resource pools and you specify the optional resourcePool argument, the host's root resource pool becomes the specified resource pool, and that resource pool and the associated hierarchy is added to the cluster.

If a cluster does not support nested resource pools and you add a host to the cluster, the standalone host resource pool hierarchy is discarded and all virtual machines on the host are added to the cluster's root resource pool.

- ClusterComputeResource.moveHostInto_Task moves a host that is in the same datacenter as the cluster into the cluster. If the host is already part of a different cluster, the host must be in maintenance mode.

- ClusterComputeResource.moveInto_Task works like moveHostInto_Task, but supports an array of hosts at a time. When using this method, you cannot preserve the original resource pool hierarchy of the hosts.

Reconfiguring a Cluster

You can reconfigure a cluster by calling the ClusterComputeResource.ReconfigureCluster_Task method. The method allows you to enable or disable VMware DRS or VMware HA and to define attributes. See “Creating a Cluster” on page 147.

To remove hosts from a cluster, you can use one of the following methods:

- ClusterComputeResource.MoveHostInto_Task or MoveInto_Task—Removes a host from a cluster and moves the host into another cluster. See “Adding a Host to a Cluster” on page 148.

- Folder.MoveIntoFolder_Task—Removes a host from a cluster and make it a standalone host.

- Host.Destroy_Task—Removes a host from inventory.

Managing DRS Clusters

The vSphere Client UI allows you to explore DRS cluster behavior, which is also described in the Resource Management Guide. When DRS is running, it generates recommendations and associated information that result in a well balanced cluster.

- Initial placement of virtual machines

- Virtual machine migration for load balancing. Each migration recommendation has a rating, which you can find in the ClusterRecommendation.rating property. Client applications can choose to consider only high-priority migrations are considered or migrations with multiple priority levels.

- Checks whether DRS clusters are valid — enough resources are available to start additional virtual machines — or not valid.

DRS recommendations are stored in the ClusterComputeResource.recommendation property, which is an array of ClusterRecommendation data objects. Each ClusterRecommendation includes information about the action to perform and information you can use to display information to end users or for logging.

- Client applications can call ClusterComputeResource.ApplyRecommendation to apply one or more recommendations.
For more fine-grained control, client applications can perform individual actions only. The ClusterRecommendation.action property is an array of ClusterAction objects. Each ClusterAction includes a target for the action and the type, which is a string that is one of the values of the ActionType enum (HostPowerV1, MigrationV1, VmPowerV1). Client applications can use the ActionType information to act on DRS recommendations by powering on hosts, migrating virtual machines, or powering on virtual machines by calling Datacenter.PowerOnMultiVM_Task.

Managing HA Clusters

You can add a host to an HA cluster by calling one of the methods for moving hosts into a cluster. See “Adding a Host to a Cluster” on page 148. You might have to call HostSystem.ReconfigureHostForDAS_Task to reconfigure the host for HA if the automatic HA configuration fails.

Primary and Secondary Hosts

You can add a host to a cluster by calling the ClusterComputeResource.AddHost_Task method, which requires that you specify the host name, port, and password for the host to be added as a HostConnectSpec.

When you add a host to a VMware HA cluster, an agent is uploaded to the host and configured to communicate with other agents in the cluster. The first five hosts added to the cluster are designated as primary hosts, and all subsequent hosts are designated as secondary hosts. The primary hosts maintain and replicate all cluster state and are used to initiate failover actions. If a primary host is removed from the cluster, VMware HA promotes another host to primary status.

Any host that joins the cluster must communicate with an existing primary host to complete its configuration (except when you are adding the first host to the cluster). At least one primary host must be functional for VMware HA to operate correctly. If all primary hosts are unavailable (not responding), no hosts can be successfully configured for VMware HA.

One of the primary hosts is also designated as the active primary host and its responsibilities include:

- Deciding where to restart virtual machines.
- Keeping track of failed restart attempts.
- Determining when it is appropriate to keep trying to restart a virtual machine.

Failure Detection and Host Network Isolation

Agents on the different hosts contact and monitor each other through the exchange of heartbeats, by default every second. If a 15-second period elapses without the receipt of heartbeats from a host, and the host cannot be pinged, the host is declared as failed. The virtual machines running on the failed host are restarted on the alternate hosts with the most available unreserved capacity (CPU and memory.)

Host network isolation occurs when a host is still running, but it can no longer communicate with other hosts in the cluster. With default settings, if a host stops receiving heartbeats from all other hosts in the cluster for more than 12 seconds, it attempts to ping its isolation addresses. If this also fails, the host declares itself isolated from the network.

When the isolated host’s network connection is not restored for 15 seconds or longer, the other hosts in the cluster treat that host as failed and try to fail over its virtual machines. However, when an isolated host retains access to the shared storage it also retains the disk lock on virtual machine files. To avoid potential data corruption, VMFS disk locking prevents simultaneous write operations to the virtual machine disk files and attempts to fail over the isolated host’s virtual machines fail. By default, the isolated host leaves its virtual machines powered on, but you can change the host isolation response.
Using VMware HA and DRS Together

Using VMware HA with VMware DRS combines automatic failover with load balancing. This combination can result in faster rebalancing of virtual machines after VMware HA has moved virtual machines to different hosts.

When VMware HA performs failover and restarts virtual machines on different hosts, its first priority is the immediate availability of all virtual machines. After the virtual machines have been restarted, those hosts on which they were powered on might be heavily loaded, while other hosts are comparatively lightly loaded. VMware HA uses the CPU and memory reservation to determine failover, while the actual usage might be higher.

In a cluster using DRS and VMware HA with admission control turned on, virtual machines might not be evacuated from hosts entering maintenance mode because of resources reserved to maintain the failover level. You must manually migrate the virtual machines off of the hosts using VMotion.

When VMware HA admission control is disabled, failover resource constraints are not passed on to DRS and VMware Distributed Power Management (DPM). The constraints are not enforced.

- DRS evacuates virtual machines from hosts and place the hosts in maintenance mode or standby mode regardless of the effect this might have on failover requirements.
- VMware DPM powers off hosts (place them in standby mode) even if doing so violates failover requirements.
VMware vSphere uses an asynchronous client-server communication model. Methods that end with _Task are non-blocking, returning a reference to a Task managed object. You can use Task and ViewManager managed objects to monitor tasks, cancel certain tasks, and create custom tasks.

If you are using a vCenter Server system, the ScheduledTaskManager allows you to schedule your own tasks for a one-time run or for repeated runs.

The chapter includes the following topics:

- “Creating Tasks” on page 151
- “Using TaskInfo to Determine Task Status” on page 152
- “Monitoring TaskInfo Properties” on page 153
- “Accessing and Manipulating Multiple Tasks” on page 154
- “Understanding the ScheduledTaskManager Interface” on page 163
- “Using a TaskHistoryCollector” on page 167
- “Sample Code Reference” on page 168

### Creating Tasks

Each time a vSphere server runs a method, it creates a Task and a corresponding TaskInfo data object. Some methods run synchronously and return data as the Task completes. But methods that end with _Task run asynchronously, and return a reference to a Task that will be created and completed as a processor becomes available. They are created to perform the functions in a non-blocking manner. Therefore, you must use the reference to the Task to monitor the status and results of the Task. vSphere operations that include the suffix _Task in their names are asynchronous and return Task references.

The Task object provides information about the status of the invoked operation through its TaskInfo data object. An instance of TaskInfo populates the Info property of the Task managed object at runtime. By monitoring properties of the TaskInfo object, a client application can take appropriate action when the Task completes, or can handle errors if the Task does not complete successfully.

### Session Persistence

A Task and its associated objects are session specific, so they will not persist after the session is closed. When your client opens a session, you can only obtain information about the Task objects that your client is authorized to view.
### Cancelling a Task

To cancel a Task that is still running, call the Task.CancelTask method, passing in the managed object reference to the Task you want to cancel, as shown in this example:

```java
my_conn.cancelTask(taskMoRef);
```

You can only cancel a Task that has its cancelable property set to true and its state property set to running. The operation that initiates the Task sets the value of cancelable when it creates the Task. For example, a CreateVM_Task cannot be cancelled. Before attempting to cancel a running Task, you can check the values of the cancelable property and the state property of the TaskInfo data object associated with the Task.

### Using TaskInfo to Determine Task Status

A Task object provides information about the status of the invoked operation through its TaskInfo data object. An instance of TaskInfo populates the info property of the Task managed object at runtime. By monitoring properties of the TaskInfo object, a client application can take appropriate action when the Task completes, or can handle errors if the Task does not complete successfully.

The Task.info property contains a TaskInfo data object that contains information about the Task the server returns to your client application.

When a Task is instantiated by the server, the TaskInfo.result property is initialized to Unset. Upon successful completion of an operation, the result property is populated with the return type specific to the operation. The result might be a data object, a reference to a managed object, or any other data structure as defined by the operation.

For example:

2. At the start of the operation, the result property is Unset.
3. Upon successful completion of the operation, the result property of TaskInfo contains the managed object reference of the newly added HostSystem.

Table 14-1 lists some of the values obtained from a TaskInfo data object at the beginning and the end of the Task instantiated by the CreateVM_Task method.

<table>
<thead>
<tr>
<th>Property</th>
<th>Datatype</th>
<th>Start of Task Sample Values</th>
<th>End of Task Sample Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>cancelable</td>
<td>boolean</td>
<td>false</td>
<td>false</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>completeTime</td>
<td>dateTime</td>
<td>Unset</td>
<td>&quot;2009-02-19T22:53:35.015338Z&quot;</td>
</tr>
<tr>
<td>progress</td>
<td>int</td>
<td>36</td>
<td>100</td>
</tr>
<tr>
<td>reason</td>
<td>TaskReason</td>
<td>reason</td>
<td>reason</td>
</tr>
<tr>
<td>result</td>
<td>anyType</td>
<td>Unset</td>
<td>64</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>state</td>
<td>TaskInfoState</td>
<td>&quot;running&quot;</td>
<td>&quot;success&quot;</td>
</tr>
</tbody>
</table>
Monitoring TaskInfo Properties

To monitor the state of a Task, use the `PropertyCollector.WaitForUpdatesEx` method. See “Client Data Synchronization (WaitForUpdatesEx)” on page 67. You can monitor the values of TaskInfo properties, which change as the Task runs to completion. For example, you can check the values of `startTime`, `queueTime`, `completeTime`, `progress`, `result`, and `state` as the operation progresses. Monitor these properties in your code in a separate thread until the Task completes, while the main line of your code continues with other activities.

Your code must handle the datatype returned when the Task completes (managed object reference, data object, and so on). In addition to `success`, `queued`, and `running`, an operation can enter an `error` state, which your code must handle.

A Task object has a lifecycle that is independent of the TaskManager that creates it and independent of the entity with which it is associated. It exists to convey status about an operation. You can discard the reference to it when your application no longer needs the information.

Example 14-1 shows a code fragment that obtains values for the `info` property from each Task object in the array.

**Example 14-1. Displaying TaskInfoState Values for Tasks in recentTask Array**

```java
... private void displayTasks(ObjectContent[] oContents) {
    for(int oci=0; oci<oContents.length; ++oci) {
        System.out.println("Task");
        DynamicProperty[] dps = oContents[oci].getPropSet();
        if(dps!=null) {
            String op="", name="", type="", state="", error="";
            for(int dpi=0; dpi<dps.length; ++dpi) {
                DynamicProperty dp = dps[dpi];
                if("info.entity".equals(dp.getName())) {
                    type = ((ManagedObjectReference)dp.getVal()).getType();
                } else if("info.entityName".equals(dp.getName())) {
                    name = ((String)dp.getVal());
                } else if("info.name".equals(dp.getName())) {
                    op = ((String)dp.getVal());
                } else if("info.state".equals(dp.getName())) {
                    TaskInfoState tis = (TaskInfoState)dp.getVal();
                    if(TaskInfoState.error.equals(tis)) {
                        state = "-Error";
                    } else if(TaskInfoState.queued.equals(tis)) {
                        state = "-Queued";
                    } else if(TaskInfoState.running.equals(tis)) {
                        state = "-Running";
                    } else if(TaskInfoState.success.equals(tis)) {
                        state = "-Success";
                    }
                } else if("info.cancelled".equals(dp.getName())) {
                    Boolean b = (Boolean)dp.getVal();
                    if(b != null && b.booleanValue()) {
                        state += "-Cancelled";
                    }
                }...
```
Example 14-2 shows output from a run of the program. See the source code listing for TaskList.java or for TaskList.cs in the vSphere Web Services SDK package for details.

Example 14-2. Sample Run of the TaskList Java Application

```java
```

<table>
<thead>
<tr>
<th>Started</th>
<th>Task</th>
<th>Operation</th>
<th>AcquireCimServicesTicket</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task</td>
<td>Operation</td>
<td>AcquireCimServicesTicket</td>
<td></td>
</tr>
<tr>
<td>AcquireCimServicesTicket</td>
<td>Name</td>
<td>srv</td>
<td></td>
</tr>
<tr>
<td>srv</td>
<td>Type</td>
<td>HostSystem</td>
<td></td>
</tr>
<tr>
<td>HostSystem</td>
<td>State</td>
<td>-Success</td>
<td></td>
</tr>
<tr>
<td>-Success</td>
<td>Error</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Error</td>
<td>==============</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ended TaskList</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Accessing and Manipulating Multiple Tasks

Use the ViewManager’s ListView method to identify the set of Tasks you want to monitor.

You can specify a smaller and more efficient data set using one of the ViewManager views with the Property Collector. Each view represents objects you have selected on the server. Views are more efficient because you only need a single instance of a PropertyCollector object, instead of multiple instances with multiple filter specifications.

Gathering Data with a ViewManager Object

Use one of the ViewManager methods to obtain information about Task objects and references while the session is running. The ViewManager’s ListView method allows you to customize your view with an input object list, the ContainerView method lets you view all objects in a folder, datacenter, resource pool, or other data container, and the InventoryView method lets you monitor the entire inventory. The smallest view you can create will be the most efficient way to retrieve task data.

The ViewManager has the following property:

viewList – An array of view references. Each array entry is a managed object reference to a view created by this View Manager.

See “PropertyCollector Example (RetrievePropertiesEx)” on page 49 for an example that uses the ContainerView method to access Inventory data.

Task Monitoring Example Using the ListView Object

Use the ViewManager’s ListView method to specify the set of tasks that you want to monitor.

The following example uses the ViewManager service interface with a ListView method to access and manipulate Task objects. This example uses the property collector to monitor tasks that are created in the process of virtual machine cloning. This program creates two clones of the specified virtual machine and then monitors the tasks and prints out status and reference values when the tasks have completed.

The following steps describe the procedure for creating a program that uses the ListView managed object.

You can run the example below as a stand-alone program against your own server by copying the code sections into .java file, compiling it, and then using the following command line syntax:

```bash
c>cloneVMTask server-name username password vm-name
```
To create a program that uses the ListView managed object

1. Import the vSphere Web Services API libraries:
   ```java
   import com.vmware.vim25.*;
   ```

2. Import the necessary Java (and JAX-WS connection, bindings, and SOAP) libraries:
   ```java
   import java.util.*;
   import javax.net.ssl.HostnameVerifier;
   import javax.net.ssl.HttpsURLConnection;
   import javax.net.ssl.SSLSession;
   import javax.xml.ws.BindingProvider;
   import javax.xml.ws.soap.SOAPFaultException;
   ```

3. Create the cloneVMTask class to create cloned virtual machine Tasks on a host, so we can demonstrate how to monitor these Tasks.
   ```java
   public class cloneVMTask {
   ```

4. Declare variables for the service instance objects and methods:
   ```java
   // Services and methods
   static ManagedObjectReference pCollector;
   static ManagedObjectReference viewMgr;
   static ServiceContent serviceContent;
   static VimPortType methods;
   ```

   /* getVmRef() retrieves a reference to the specified virtual machine.
   * vmName - name of the virtual machine specified on the command line
   * This function retrieves references to all of the virtual machines
   * in the datacenter and looks for a match to the specified name.
   */

5. Create a function that retrieves references to all of the virtual machines in the datacenter and looks for a match to the specified name. The function in this example uses getVMRef(String, vmName), which retrieves a reference to the virtual machine that you specify on the command line (vmName) when you run this sample. The function also initializes the vmRef variable to null.
   ```java
   private static ManagedObjectReference getVmRef( String vmName )
   throws Exception
   {
       ManagedObjectReference vmRef = null;
   ```

6. Use a container view to collect references to all virtual machines in the datacenter.
   ```java
   List<String> vmList = new ArrayList<String>();
   vmList.add("VirtualMachine");
   ManagedObjectReference cViewRef = methods.createContainerView(viewMgr,
   serviceContent.getRootFolder(),
   vmList,
   true);
   ```

7. Create an ObjectSpec to define the beginning of the traversal. Use the setObj method to specify that the container view is the root object for this traversal. Set the setSkip method to true to indicate that you don’t want to include the container in the results.
   ```java
   ObjectSpec oSpec = new ObjectSpec();
   oSpec.setObj(cViewRef);
   oSpec.setSkip(true);
   ```

8. Create a traversal spec to select all objects in the view.
   ```java
   TraversalSpec tSpec = new TraversalSpec();
   tSpec.setName("traverseEntities");
   tSpec.setPath("view");
   tSpec.setSkip(false);
   tSpec.setType("ContainerView");
   ```
9 Add the traversal spec to the object spec.
   oSpec.getSelectSet().add(tSpec);
10 Specify the property for retrieval (virtual machine name).
    PropertySpec pSpec = new PropertySpec();
    pSpec.setType("VirtualMachine");
    pSpec.getPathSet().add("name");
11 Create a PropertyFilterSpec and add the object and property specs to it.
    PropertyFilterSpec fSpec = new PropertyFilterSpec();
    fSpec.getObjectSet().add(oSpec);
    fSpec.getPropSet().add(pSpec);
12 Create a list for the filters and add the spec to it.
    List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
    fSpecList.add(fSpec);
13 Get the data from the server.
    RetrieveOptions ro = new RetrieveOptions();
    RetrieveResult props = methods.retrievePropertiesEx(pCollector,fSpecList,ro);
14 Go through the returned list and look for a match to the specified vmName.
    if (props != null) {
        for (ObjectContent oc : props.getObjects()) {
            String vmname = null;
            List<DynamicProperty> dps = oc.getPropSet();
            if (dps != null) {
                for (DynamicProperty dp : dps) {
                    vmname = (String) dp.getVal();
                    // If the name of this virtual machine matches
                    // the specified name, save the managed object reference.
                    if (vmname.equals(vmName)) {
                        vmRef = oc.getObj();
                        break;
                    }
                }
            }
            if (vmRef != null) { break; }
        }
        if (vmRef == null) { System.out.println("Specified Virtual Machine not found.");
            throw new Exception();
        }
        return vmRef;
    }
15 Get the folder that contains the specified virtual machine (VirtualMachine.parent)
    private static ManagedObjectReference getVMParent(ManagedObjectReference vmRef)
    throws Exception {
16 Create an Object Spec to define the property collection. Use the setObj method to specify that the
    vmRef is the root object for this traversal. Set the setSkip method to true to indicate that you don't want
    to include the virtual machine in the results.
    // don't include the virtual machine in the results
    ObjectSpec oSpec = new ObjectSpec();
    oSpec.setObj(vmRef);
    oSpec.setSkip(false);
17 Specify the property for retrieval (virtual machine parent).
    PropertySpec pSpec = new PropertySpec();
    pSpec.setType("VirtualMachine");
    pSpec.getPathSet().add("parent");
Create a PropertyFilterSpec and add the object and property specs to it.

```java
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropSet().add(pSpec);
```

Create a list for the filters and add the property filter spec to it.

```java
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);
```

Get the data from the server.

```java
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = methods.retrievePropertiesEx(pCollector, fSpecList, ro);
```

Get the parent folder reference.

```java
ManagedObjectReference folderRef = null;
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        List<DynamicProperty> dps = oc.getPropSet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                folderRef = (ManagedObjectReference) dp.getVal();
            }
        }
    }
}
if (folderRef == null) {
    System.out.println("Folder not found.");
    throw new Exception();
}
return folderRef;
```

Now that we have the reference information for the virtual machine that you specified on the command line (vmRef) and a reference for the parent directory (folderRef), we are ready to create the clone virtual machines.

To create clones, use the cloneVM method and pass in the vmRef that we retrieved previously.

```java
private static void cloneVM(ManagedObjectReference vmRef) throws Exception {

   // After you have created the clone managed object, create a clone specification. Use default values whenever possible.

   VirtualMachineCloneSpec cloneSpec = new VirtualMachineCloneSpec();
   VirtualMachineRelocateSpec vmrs = new VirtualMachineRelocateSpec();
   cloneSpec.setLocation(vmrs);
   cloneSpec.setPowerOn(true);
   cloneSpec.setTemplate(false);

   // Get the destination folder for the clone virtual machines (VirtualMachine.parent). The clones will be created in the same folder that contains the specified virtual machine (vmName).

   ManagedObjectReference folder = getVMParent(vmRef);

   // Create two clone virtual machines.

   ManagedObjectReference cloneTask = methods.cloneVMTask( vmRef, folder, "clone__1", cloneSpec);
   ManagedObjectReference cloneTask2 = methods.cloneVMTask( vmRef, folder, "clone__2", cloneSpec);

   // Create a list view for the clone tasks.

   List<ManagedObjectReference> taskList = new ArrayList<ManagedObjectReference>();
   taskList.add(cloneTask);
   taskList.add(cloneTask2);
   ManagedObjectReference cloneTaskList = methods.createListView(viewMgr, taskList);
```
Next we will set up a property filter for WaitForUpdatesEx. This includes creating an object spec, a traversal spec, a property spec, a filter spec, and finally a property filter. The next six steps will describe these procedures.

27 Create an object spec to start the traversal.

```java
ObjectSpec oSpec = new ObjectSpec();
oSpec.setObj(cloneTaskList);
oSpec.setSkip(true);
```

28 Create a traversal spec to select the list of tasks in the view.

```java
TraversalSpec tSpec = new TraversalSpec();
tSpec.setName("traverseTasks");
tSpec.setPath("view");
tSpec.setSkip(false);
tSpec.setType("ListView");
```

29 Add the traversal spec to the object spec.

```java
oSpec.getSelectSet().add(tSpec);
```

30 Create property spec for Task.info.state and Task.info.result.

```java
PropertySpec pSpec = new PropertySpec();
pSpec.setType("Task");
pSpec.setAll(false);
pSpec.getPathSet().add("info.state");
pSpec.getPathSet().add("info.result");
```

31 Create a filter spec.

```java
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropSet().add(pSpec);
```

32 Create the filter.

```java
ManagedObjectReference pFilter = methods.createFilter(pCollector, fSpec, true);
```

In the next section, we use the waitForUpdatesEx method to look for a change in cloneTask.info.state and cloneTask.info.result. When the state is "success", cloneTask.info.result is the managed object reference of the clone. Note that the order of property retrieval is not guaranteed, and it may take more than one call to waitForUpdatesEx to retrieve both properties for a task.

This code does not set a time-out (WaitOptions.maxWaitSeconds is unset), so after it has retrieved all of the property values, waitForUpdatesEx will block the thread, waiting for the TCP connection with the vSphere Server to time-out.

How a client application handles the session depends on the particular context. (The client can call waitForUpdatesEx from its own thread, look for specific updates and then stop calling the method.)

For more information about WaitOptions and the waitForUpdatesEx method, see “Client Data Synchronization (waitForUpdatesEx)” on page 67.

33 Initialize wait loop (?)

```java
String version = "";
Boolean wait = true;
WaitOptions waitOptions = new WaitOptions();
```

```java
while ( wait ) {
```

34 Call WaitForUpdatesEx.

```java
UpdateSet uSet = methods.waitForUpdatesEx(pCollector, version, waitOptions);
```

```java
if (uSet == null) {
    wait = false;
} else {
```
Get the version for subsequent calls to WaitForUpdatesEx.

```java
version = uSet.getVersion();
```

Get the list of property updates.

```java
List<PropertyFilterUpdate> pfUpdates = uSet.getFilterSet();
for (PropertyFilterUpdate pfu : pfUpdates) {
```
Get the list of object updates produced by the filter.

```java
List<ObjectUpdate> oUpdates = pfu.getObjectSet();
for (ObjectUpdate ou : oUpdates) {
```
Look for ObjectUpdate.kind==MODIFY (property modified).

```java
if (ou.getKind() == ObjectUpdateKind.MODIFY) {
    String name = "";
    TaskInfoState state;
    ManagedObjectReference cloneRef = new ManagedObjectReference();
```
Get the list of property updates.

```java
List<PropertyChange> pChanges = ou.getChangeSet();
```
Retrieve the name of the property

```java
for (PropertyChange pc : pChanges) {
    name = pc.getName();
    //The task property names are info.state or info.result.
    //pc.val is an xsd:anyType:
    //--- for info.state, it is the state value
    //--- for info.result, it is the clone reference
    if (name.equals("info.state")) {
        state = (TaskInfoState)pc.getVal();
        System.out.println("State is "+state.value());
    } else if (name.equals("info.result")) {
        cloneRef = (ManagedObjectReference)pc.getVal();
        System.out.println("Clone reference is "+cloneRef.getValue());
    }
}
```
Authentication is handled using a TrustManager and supplying a host name verifier method. (The host name verifier is declared in the main function.)

For the purposes of this example, this TrustManager implementation will accept all certificates. This is only appropriate for a development environment. Production code should implement certificate support.

```java
private static class TrustAllTrustManager implements javax.net.ssl.TrustManager, javax.net.ssl.X509TrustManager {
    public java.security.cert.X509Certificate[] getAcceptedIssuers() {
        return null;
    }

    public boolean isServerTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public boolean isClientTrusted(java.security.cert.X509Certificate[] certs) {
        return true;
    }

    public void checkServerTrusted(java.security.cert.X509Certificate[] certs, String authType) throws java.security.cert.CertificateException {
        return;
    }
}
```
public void checkClientTrusted(java.security.cert.X509Certificate[] certs, 
    String authType)
    throws java.security.cert.CertificateException { 
        return;
    }
}

Now we are set to retrieve the task information, so we implement the main method.

// cloneVMTask( server, user, password, virtual-machine )
public static void main(String [] args) throws Exception {

41 We create variables to hold the values passed in from the command line.
    String serverName = args[0];
    String userName = args[1];
    String password = args[2];
    String vmName = args[3];
    String url = "https://"+serverName+"/sdk/vimService";

42 Add variables for access to the API methods and services.
    // -- ManagedObjectReference for the ServiceInstance on the Server
    // -- VimService for access to the vSphere Web service
    // -- VimPortType for access to methods
    // -- ServiceContent for access to managed object services
    ManagedObjectReference SVC_INST_REF = new ManagedObjectReference();
    VimService vimService;

43 Declare a host name verifier that will automatically enable the connection. The host name verifier is
    invoked during the SSL handshake.
    HostnameVerifier hv = new HostnameVerifier() {
        public boolean verify(String urlHostName, SSLSession session) {
            return true;
        }
    };

44 Create the trust manager.
    javax.net.ssl.TrustManager[] trustAllCerts = new javax.net.ssl.TrustManager[1];
    javax.net.ssl.TrustManager tm = new TrustAllTrustManager();
    trustAllCerts[0] = tm;
    // Create the SSL context
    javax.net.ssl.SSLContext sc = javax.net.ssl.SSLContext.getInstance("SSL");
    // Create the session context
    javax.net.ssl.SSLSessionContext sslic = sc.getServerSessionContext();
    // Initialize the contexts; the session context takes the trust manager.
    sslic.setSessionTimeout(0);
    sc.init(null, trustAllCerts, null);
    // Use the default socket factory to create the socket for the secure connection
    javax.net.ssl.HttpsURLConnection.setDefaultSSLSocketFactory(sc.getSocketFactory());

45 Set the default host name verifier to enable the connection.
    HttpsURLConnection.setDefaultHostnameVerifier(hv);

46 Set up the manufactured managed object reference for the ServiceInstance
    SVC_INST_REF.setType("ServiceInstance");
    SVC_INST_REF.setValue("ServiceInstance");

47 Create a VimService object to obtain a VimPort binding provider. The BindingProvider provides access to
    the protocol fields in request/response messages. Retrieve the request context which will be used for
    processing message requests.
    vimService = new VimService();
    methods = vimService.getVimPort();
    Map<String, Object> ctxt = ((BindingProvider) methods).getRequestContext();
Gathering Data with a TaskManager Interface

TaskManager is a service interface that you can also use for accessing and manipulating Task objects. This approach uses a PropertyCollector that includes the recentTask property of the TaskManager managed object that corresponds to the Recent Tasks pane at the bottom of the vSphere client User Interface.

You can use the following TaskManager properties in your client application.

- **description** – TaskDescription object that includes a methodInfo property. methodInfo contains a key-based array that TaskManager uses to populate the value of a TaskInfo data object's descriptionId property with the name of the operation. Examples of two elements from this key-based array are methodInfo[“Folder.createVm”] and methodInfo[“Folder.createClusterEx”].

- **recentTask** – Array of Task managed object references that are queued to run, running, or completed within the past 10 minutes. On ESX/ESXi hosts that are managed by a vCenter Server, a completed task must also be one of the 200 most recent tasks to be included in the array. A vSphere Client connected to a vSphere Server displays queued, running, and completed tasks in the Recent Tasks pane.

In addition to these properties, TaskManager has the following methods:

- **CreateTask** – Used by other methods to create a custom Task object. Developers creating extensions can use this method to create custom Task objects.

- **CreateCollectorForTasks** – Creates an object that contains all tasks from the vCenter Server database that meet specific criteria. You cannot run this method against an ESX/ESXi system. See “Using a TaskHistoryCollector” on page 167.
**Figure 14-1** shows a UML class diagram for TaskManager and associated objects.

**Examining Recent Tasks with TaskManager**

To obtain the list of recent tasks, use a PropertyCollector to obtain references to the TaskManager and to all Task objects from the recentTask property of the TaskManager. **Example 14-3** shows an excerpt from the TaskList.java sample that creates the ObjectSpec, PropertySpec, and a TraversalSpec to obtain references to all Task objects on the server from the TaskList. See also Chapter 5, “Property Collector,” on page 47.

**Example 14-3. PropertyFilterSpec Definition to Obtain recentTask Property Values**

```java
private PropertyFilterSpec[] createPFSForRecentTasks(ManagedObjectReference taskManagerRef) {
    PropertySpec pSpec = new PropertySpec();
    pSpec.setAll(Boolean.FALSE);
    pSpec.setType("Task");
    pSpec.setPathSet(new String[] {"info.entity", "info.entityName", "info.name", "info.state", "info.cancelled", "info.error"});
    ObjectSpec oSpec = new ObjectSpec();
    oSpec.setObj(taskManagerRef);
    oSpec.setSkip(Boolean.FALSE);
    TraversalSpec tSpec = new TraversalSpec();
    tSpec.setType("TaskManager");
    tSpec.setPath("recentTask");
    tSpec.setSkip(Boolean.FALSE);
    oSpec.setSelectSet(new SelectionSpec[]{tSpec});
    PropertyFilterSpec pfSpec = new PropertyFilterSpec();
    pfSpec.setPropSet(new PropertySpec[]{pSpec});
    pfSpec.setObjectSpec(new ObjectSpec[]{oSpec});
    return new PropertyFilterSpec[]{pfSpec};
}
```

For ESX/ESXi systems managed by a vCenter Server system, use a TaskHistoryCollector. See “Using a TaskHistoryCollector” on page 167.
Understanding the ScheduledTaskManager Interface

You can use the ScheduledTaskManager to schedule tasks. In the vSphere Client, scheduled tasks display in the Task & Events tab.

You can define actions to occur on vCenter Server at different times:

- When a vCenter Server system starts up operations, such as after a reboot
- At a specific time and day
- At hourly, daily, weekly, or monthly intervals

You can schedule scripts to be run or methods to be invoked on the server. You apply the action to an entity in the inventory, such as a virtual machine or a host.

You can perform the following actions with ScheduledTaskManager.

- Retrieve scheduled tasks for a specific managed entity by calling the ScheduledTaskManager.RetrieveEntityScheduledTask method.
- Create a scheduled task by calling the ScheduledTaskManager.CreateScheduledTask method. See “Scheduling Tasks” on page 164.

Figure 14-2 shows the ScheduledTaskManager service interface and associated data objects.

Figure 14-2. ScheduledTaskManager and ScheduledTask Managed Objects

The ScheduledTaskManager.scheduledTask property contains an array of the ScheduledTask objects configured for the server. If you have no actions scheduled, this property is empty. For any ScheduledTask objects in this array, you can use the info property of the ScheduledTask object to obtain information about the status of the scheduled action. Information includes the task’s progress, state, previous and next runtimes, and other details contained in the ScheduledTaskInfo data object.

If the action specified for a ScheduledTask creates its own Task (such as with any of the asynchronous operations), the managed object reference to the Task populates the activeTask property of ScheduledTaskInfo.
Scheduling Tasks

You create a ScheduledTask by invoking the ScheduledTaskManager.CreateScheduledTask method. When you invoke the method, you include a ScheduledTaskSpec object that defines the schedule and specifies the action to take at the specified time. A scheduled action applies to an object based on these rules:

- If you specify a container object as the entity for the scheduled action, the schedule applies to all entities that are direct descendents of the container. You can set a ScheduledTask at the Folder, Datacenter, or VirtualApp level and have the scheduled action apply to all entities associated with the Folder, Datacenter, or VirtualApp.
- If you specify a node object in the inventory, such as a virtual machine, the action applies only to the virtual machine.

Figure 14-3. Using ScheduledTaskManager to Create a ScheduledTask

Defining the Schedule and Action

The ScheduledTaskSpec data object contains all the information to create a ScheduledTask.

- **action** – Action to take when the ScheduledTask runs. Specify an Action data object, which is an abstract type that is extended by several specific action types. The Action data objects are also used by the Alarm infrastructure. See “Specifying Alarm Actions” on page 176.
- **notification** – Specifies the email address for sending notification messages about the ScheduledTask. To use notifications, the vCenter Server system must have an SMTP email gateway configured. By default, notification is set to an empty string.
- **scheduler** – Specifies the time, frequency, and other details of the schedule. The TaskScheduler data object is the base type for several specific schedule objects. See “Scheduling Recurring Operations” on page 164.

Scheduling Recurring Operations

You can specify the times, days, or frequency of scheduled tasks by creating the appropriate instances of TaskScheduler subtypes and setting the scheduler property of the ScheduledTaskSpec.

The TaskScheduler base type has two properties:

- **activeTime** is the time at which the action should occur. If you leave this property unset, it defaults to the time when that specification for the scheduled task was submitted to the server.
- **expireTime** is the time after which the scheduled action should not occur. By default, this property is unset, so the scheduled task does not expire.
Table 14-2 provides some usage information about the TaskScheduler subtypes. The examples in the table are Java code fragments.

### Table 14-2. TaskScheduler Data Object Subtypes

<table>
<thead>
<tr>
<th>TaskScheduler Subtype</th>
<th>Usage</th>
</tr>
</thead>
</table>
| AfterStartupTaskScheduler           | Schedule a task to start as soon as the vCenter Server system is started, or at a defined time after startup. The value must be zero (task triggered at startup) or higher.  
**Example:** Schedule a task to run 10 minutes after vCenter Server startup.  
AfterStartupTaskScheduler asts = new AfterStartupTaskScheduler();  
asts.setMinute(10);                                                                 |
| OnceTaskScheduler                   | Schedule an action to run once only at the specified date and time.  
**Example:** Schedule a task to run 30 minutes after the schedule is submitted to the server.  
Calendar runtime = Calendar.getInstance();  
runtime.add(Calendar.MINUTE, 30);  
OnceTaskScheduler ots = new OnceTaskScheduler();  
ots.setRunAt(runtime);                                                                 |
| RecurrentTaskScheduler              | Base type for HourlyTaskScheduler, DailyTaskScheduler, WeeklyTaskScheduler, and MonthlyTaskScheduler objects. Set the interval property to define how frequently a task should run. For example, setting the interval property of an hourly task to 4 causes the task to run every 4 hours.  
**Example:** Schedule a task to run every 4 hours at half-past the hour.  
HourlyTaskScheduler hts = new HourlyTaskScheduler();  
hts.setMinute(30);  
hts.setInterval(4);                                                                 |
| DailyTaskScheduler                  | Schedule a task to run daily or a specified number of days at a specified time (hour and minutes). Use in conjunction with the interval property to run the task after a specified number of days.  
**Example:** Schedule a task to run daily at 9:30 am (EST).  
DailyTaskScheduler dts = new DailyTaskScheduler();  
dts.setMinute(30);  
dts.setHour(14);                                                                 |
| WeeklyTaskScheduler                 | Schedule a task to run every week (or every specified number of weeks) on a specified day (or days) at a specific time. The hours and minutes are set as UTC values. At least one of the boolean values must be set to true. You can also set the interval property to run the task after a specified number of weeks.  
**Example:** Schedule a task to run every Tuesday and Sunday at 30 minutes past midnight.  
WeeklyTaskScheduler wts = new WeeklyTaskScheduler();  
wts.setMonday(true);  
wts.setTuesday(true);  
...  
wts.setSaturday(false);  
wts.setSunday(true);  
dts.setMinute(30);  
dts.setHour(4);                                                                 |
The hour and minute properties of all objects that extend the RecurrentTaskSchedule data object are specified in Coordinated Universal Time (UTC) values rather than the local time of the server. When you define the schedule, convert your local time to a UTC value.

The code fragment in Example 14-4 defines a ScheduledTask that powers on virtual machines daily at 4:15 a.m., if the server local time is in the Pacific Standard Time (PST) time zone. For a server in the Eastern European Summer Time (EEST) zone, the setting is read by the system as 3:15 pm.

Example 14-4. Scheduled Task for Powering-on Virtual Machines

```java
... // Set the schedule using the DailyTaskScheduler subtype.
DailyTaskScheduler dTScheduler = new DailyTaskScheduler();
dTScheduler.setHour(12);
dTScheduler.setMinute(15);
ScheduledTaskSpec tSpec = new ScheduledTaskSpec();
tSpec.setDescription("Start virtual machine as per schedule.");
tSpec.setEnabled(Boolean.TRUE);
tSpec.setName("Power On Virtual Machine");
tSpec.setAction(ma);
tSpec.setScheduler(dTScheduler);
tSpec.setNotification("admin@vmware.com");
my_conn.createScheduledTask(_sic.getScheduledTaskManager, vmRef, tSpec);
...```

Cancelling a Scheduled Task

You can cancel a scheduled task in several ways.

- To cancel the current run of a scheduled task, call ScheduledTask.RemoveScheduledTask. This method does not cancel subsequent runs of the ScheduledTask.
- To cancel an upcoming run of a ScheduledTask, call ScheduledTask.ReconfigureScheduledTask with a new ScheduledTaskSpec data object containing the new specifications for the schedule.
- To cancel a ScheduledTask that spawns a second task, create a PropertyCollector to obtain the reference to the Tasks and call its CancelTask method. The task must be cancellable.
Using a TaskHistoryCollector

A TaskHistoryCollector lets you gather information about tasks. You create a TaskHistoryCollector using the TaskManager.CreateCollectorForTasks method.

To create a TaskHistoryCollector

1. Identify the type of Task objects that you want to collect, and create an instance of a TaskFilterSpec data object that specifies your filter criteria.
   
   The TaskFilterSpec includes an taskTypeId property, which you use to limit the set of collected task objects to specific types. You can also provide a time range in the TaskFilterSpec by defining an TaskFilterSpecByTime data object for its time property. See the vSphere API Reference.

2. Obtain the managed object reference to the TaskManager on your server instance.

3. Submit the filter and the reference to the server in the CreateTaskHistoryCollector method. The server returns a reference to a TaskHistoryCollector object.

   After a HistoryCollector has been created, the server appends new objects that meet the filter criteria to the collection as they occur. The system appends the new object to the collection by placing it in the first position of the latestPage and removes the oldest object from the collection. The latestPage property of the TaskHistoryCollector object has a property that consists of the 1000 most recent objects in the collection. Use a PropertyCollector to obtain the items from the latestPage property.

   A HistoryCollector exists only for the duration of the session that instantiated it. Call the HistoryCollector.DestroyCollector method to delete the collector before the session ends.

Creating a TaskHistoryCollector Filter

When you create a TaskHistoryCollector, you can define filters. For example, rather than returning all Task objects associated with virtual machines, you might create a filter to collect only Task objects associated with virtual machines that were executed by the backup-administrator between 2:00 and 4:00 a.m. on a specific date.

The TaskFilterSpec object allows you to specify the collection criteria. Most of the properties are optional and can be submitted as null values. The TaskFilterSpec lets you collect tasks based on user name, entity type, time, and state of the Task.

Managing the HistoryCollector

The HistoryCollector managed object provides operations for managing the life-cycle and scrollable views of a collection.

- **DestroyCollector** – A HistoryCollector exists only for the current session. Invoke the DestroyCollector operation to explicitly destroy the collector before the session ends.

- **ResetCollector** – Adjusts the starting position for the subset of objects from the collector to the object immediately preceding the current latestPage.

- **RewindCollector** – Positions the latestPage to the oldest item in the array. When a HistoryCollector is created, this is the default location.

- **SetCollectorPageSize** – Accepts an integer parameter to set the size of the latestPage property of a HistoryCollector. The default size of a HistoryCollector is an array with a maximum of 1000 objects of the appropriate type (Task, Event). The array is sorted by creation date and time of the objects.
Sample Code Reference

Table 14-3 lists the sample applications included with the vSphere Web Services SDK that demonstrate Task monitoring. In addition to the samples listed in the table, the helper classes associated with the C# sample applications use Task objects extensively.

Table 14-3. Task and ScheduledTask Sample Applications

<table>
<thead>
<tr>
<th>Java</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>vsphere-ws\java\JAXWS\samples\com\vmware\general\TaskList.java</td>
<td>vsphere-ws\dotnet\cs\samples\TaskList\TaskList.cs</td>
</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\TaskList\TaskList.csproj</td>
</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\TaskList\TaskList2008.csproj</td>
</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\TaskList\TaskList2010.csproj</td>
</tr>
<tr>
<td>vsphere-ws\java\JAXWS\samples\com\vmware\scheduling\DeleteOneTimeScheduledTask.java</td>
<td>vsphere-ws\dotnet\cs\samples\DeleteOneTimeScheduledTask\DeleteOneTimeScheduledTask.cs</td>
</tr>
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<td></td>
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<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\DeleteOneTimeScheduledTask\DeleteOneTimeScheduledTask2010.csproj</td>
</tr>
<tr>
<td>vsphere-ws\java\JAXWS\samples\com\vmware\scheduling\OneTimeScheduledTask.java</td>
<td>vsphere-ws\dotnet\cs\samples\OneTimeScheduledTask\OneTimeScheduledTask.cs</td>
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</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\OneTimeScheduledTask\OneTimeScheduledTask2010.csproj</td>
</tr>
<tr>
<td>vsphere-ws\java\JAXWS\samples\com\vmware\scheduling\WeeklyRecurrenceScheduledTask.java</td>
<td>vsphere-ws\dotnet\cs\samples\WeeklyRecurrenceScheduledTask\WeeklyRecurrenceScheduledTask.cs</td>
</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\WeeklyRecurrenceScheduledTask\WeeklyRecurrenceScheduledTask.csproj</td>
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<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\WeeklyRecurrenceScheduledTask\WeeklyRecurrenceScheduledTask2008.csproj</td>
</tr>
<tr>
<td></td>
<td>vsphere-ws\dotnet\cs\samples\WeeklyRecurrenceScheduledTask\WeeklyRecurrenceScheduledTask2010.csproj</td>
</tr>
</tbody>
</table>
Events and Alarms

Events are sent by vSphere to convey information about things that happen in the system. You can monitor events directly or use an EventHistoryCollector to retrieve events from a certain period.

Alarms are sent by vSphere to alert users to problems. You can also create your own alarm to monitor the system and set up follow-up actions. Alarm setup includes specifying the trigger condition and defining the action that should result.

The chapter includes the following topics:
- “Event and Alarm Management Objects” on page 169
- “Understanding Events” on page 169
- “Using an EventHistoryCollector” on page 172
- “Using Alarms” on page 173
- “Defining Alarms Using the AlarmSpec Data Object” on page 174
- “Sample Code Reference” on page 177

Event and Alarm Management Objects

EventManager is the service interface for working with the event infrastructure. See “Managing Events with EventManager” on page 170.

Event subtypes define the events that the system generates. See “Event Data Objects” on page 171 and “Creating Custom Events” on page 172.

EventHistoryCollector allows you to monitor events. You can create a filter to limit the number of events your code retrieves. You can monitor both system events and your own events. See “Using an EventHistoryCollector” on page 172.

The AlarmManager is the service interface for creating, setting, and managing alarms. You create an alarm, specifying trigger conditions and the action to take. When the conditions defined for the Alarm occur on the system, the Action specified for the alarm starts. The alarm also generates an Event that you can retrieve with an EventHistoryCollector.

Understanding Events

An Event is a data object type that contains information about state changes of managed entities and other objects on the server. Events include user actions and system actions that occur on datacenters, datastores, clusters, hosts, resource pools, virtual machines, networks, and distributed virtual switches. For example, these common system activities generate one or more Event data objects:
- Powering a virtual machine on or off
- Creating a virtual machine
- Installing VMware Tools on the guest OS of a virtual machine
- Reconfiguring a compute resource
- Adding a newly configured ESX/ESXi system to a vCenter Server system

In the vSphere Client, information from Event objects generated on a standalone ESX/ESXi system displays in the Events tab. For managed hosts, information from Event objects displays in the Tasks & Events tab.

Persistence of Event objects depends on the system setup.

- **Standalone ESX/ESXi systems** – Event objects are not persistent. Events are retained only for as long as the host system's local memory can contain them. Rebooting a standalone ESX/ESXi host or powering off a virtual machine removes Event objects from local memory.

  A standalone ESX/ESXi system might keep about 15 minutes worth of Event data, but this can vary depending on the processing load of the host, the number of virtual machines, and other factors.

- **Managed ESX/ESXi systems.** Event objects are persistent. Managed ESX/ESXi systems send Event data to the vCenter Server system that manages them, and the vCenter Server system stores the information its database.

    You can use the event sample applications included in the SDK package with either managed or standalone ESX/ESXi systems and with vCenter Server systems.

    Using an EventHistoryCollector, you can obtain information about these objects as they are being collected on a specific ESX/ESXi system, or from a specific historical period from the database. See “Using an EventHistoryCollector” on page 172.

### Managing Events with EventManager

EventManager is the service interface for working with the event infrastructure. Figure 15-1 shows EventManager and related objects. An EventManager has these properties:

- A description property, defined as an instance of an EventDescription data object, which contains an event category and other information.
- A latestEvent property that contains the most recent Event data object in memory.
- A maxCollector property that specifies the number of EventHistoryCollector objects per client session that can be created. This value is set by the vCenter Server system.

![EventManager Managed Object and Associated Objects](image)

**Figure 15-1. EventManager Managed Object and Associated Objects**

- **EventManager**
  - description: EventDescription
  - latestEvent: Event
  - maxCollector: int

- **EventDescription**
  - category: EnumEventDescription
  - enumeratedTypes: EnumDescription
  - eventInfo: EventDescriptionEventData

- **Event**
  - eventId: int
  - changeTag: string
  - computeResource: ComputeResourceEventArgument
  - createdTime: dateTime
  - datacenter: DatacenterEventArgument
  - ds: DsEventArgument
  - fullFormattedMessage: string
  - host: HostEventArgument
  - key: int
  - net: NetworkEventArgument
  - host: HostEventArgument
  - userName: string
  - vm: VmEventArgument
Event Data Objects

Event subtypes define the events that the system generates. Figure 15-2 shows only a few of the subtypes that extend the Event data object. For example, TaskEvent inherits all Event properties and includes an info property that is an instance of a TaskInfo object (see “Monitoring TaskInfo Properties” on page 153).

The following event objects are commonly generated by a console-style client application:

- com.vmware.vim.VmPoweredOnEvent
- com.vmware.vim.VmStartingEvent
- com.vmware.vim.VmReconfiguredEvent
- com.vmware.vim.VmCreatedEvent
- com.vmware.vim.VmBeingCreatedEvent

Figure 15-2. Event Data Object and Sample Subtypes

Formatting Event Message Content

When displayed at the console, Event data objects are not formatted and do not provide context information. You can format an Event message using the predefined string in the Event.fullFormattedMessage property.

You can also format an Event message based on contextual information. At runtime, the Event data object is populated with values that contain information associated with the source of an event, for example, the Event data object’s computeResource, datacenter, ds, dvs, host, net, and vm properties.

You can use the properties of an Event object with the information in the EventDescriptionEventDetail in EventManager.description.eventInfo to format event messages.
Creating Custom Events

The EventManager. LogUserEvent method allows you to create custom Event objects. You can associate your custom Event with any managed entity.

To define a custom Event

1. Obtain the managed object reference to the EventManager.

   ..
   ManagedObjectReference _svcRef = new ManagedObjectReference();
   ServiceContent _sic = my_conn.retrieveServiceContent(_svcRef);
   ManagedObjectReference eMgrRef = _sic.getEventManager();
   ..

2. Obtain the managed object reference to the entity with which you are associating the Event.

3. Call the LogUserEvent method, passing in the EventManager and the Event reference and a string consisting of the Event message for the msg parameter of the operation.

User-defined Event objects display in the vSphere Client among the other events on the system, with the prefix User logged event: followed by the text submitted in your msg parameter. In other client applications, such as in the console-based Event sample applications, custom events display as com.vmware.vim.GeneralUserEvent objects.

Using an EventHistoryCollector

An EventHistoryCollector lets you gather information about events that the server has generated. You create an EventHistoryCollector using the EventManager.CreateCollectorForEvents method.

To create an EventHistoryCollector

1. Identify the type of Event objects that you want to collect, and create an instance of an EventFilterSpec data object that specifies your filter criteria. See “Creating an EventHistoryCollector Filter” on page 172.

   The EventFilterSpec includes an eventId property, which you use to limit the set of collected event objects to specific types. You can also provide a time range in the EventFilterSpec, by defining an EventFilterSpecByTime data object for its time property. See the vSphere API Reference for details.

2. Obtain the managed object reference to the EventManager on your server instance.

3. Submit the filter and the reference to the server in the CreateEventHistoryCollector operation. The server returns a reference to an EventHistoryCollector object.

After you have created the HistoryCollector, the server appends new objects that meet the filter criteria to the collection as they occur. The system appends the new object to the collection by placing it in the first position of the latestPage and it removes the oldest object from the collection. The latestPage property of the EventHistoryCollector object has a property that consists of the 1000 most recent objects in the collection. Use a PropertyCollector to obtain the items from the latestPage property.

A HistoryCollector exists only for the duration of the session that instantiated it. You invoke the DestroyCollector operation to explicitly eliminate the collector before the session ends.

Creating an EventHistoryCollector Filter

When you create an EventHistoryCollector, you can define filters. For example, rather than returning all Event objects associated with virtual machines, you might create a filter to collect only those Event objects associated with virtual machines that were executed by the backup-administrator between 2:00 and 4:00 a.m. on a specific date.

The EventFilterSpec object allows you to specify the collection criteria. Most of the properties are optional and can be submitted as null values. The EventFilterSpec lets you collect events based on user name, entity type, time, and state of the Event.
Managing the HistoryCollector

The HistoryCollector managed object provides operations for managing the life-cycle and scrollable view of a collection.

- **DestroyCollector** - A HistoryCollector exists only for the current session. Invoke the DestroyCollector operation to explicitly destroy the collector before the session ends.
- **ResetCollector** - Adjusts the starting position for the subset of objects from the collector to the object immediately preceding the current latestPage.
- **RewindCollector** - Positions the latestPage to the oldest item in the array. When a HistoryCollector is created, this is the default location.
- **SetCollectorPageSize** - Accepts an integer parameter to set the size of the latestPage property of a HistoryCollector. The default size of a HistoryCollector is an array that consists of at most 1000 objects of the appropriate type (Task, Event). The array is sorted by creation date and time of the objects.

Using Alarms

The vSphere alarm infrastructure supports automating actions and sending different types of notification in response to certain server conditions. Many Alarms exist by default on vCenter Server systems. You can also create alarms yourself. For example, an Alarm can send an alert email message when CPU usage on a specific virtual machine exceeds 99% for more than 30 minutes.

The alarm infrastructure integrates with other server components, such as events and performance counters. The AlarmManager is the service interface for creating, setting, and managing alarms. You create an alarm, specifying trigger conditions and the action to take. When the conditions defined for the Alarm occur on the system, the Action specified for the alarm starts. The alarm also generates an Event that is posted to the Event history database. In addition, the action initiated by the Alarm might also post a second Event to the database, depending on the Action type.

Obtaining a List of Alarms

Use the AlarmManager. GetAlarm method to obtain an array of references to all Alarm managed objects defined for a specific managed entity. When you call the method, you can pass in an optional reference to a managed entity. Without a reference to a managed entity, the GetAlarm operation returns all Alarm objects for all entities that are visible to the principal associated with the session invoking the operation.

**Figure 15-3.** Alarm Managed Object

The Alarm.info property is an AlarmInfo data object. You can obtain information about active Alarms by collecting the properties of the AlarmInfo data object.

Creating an Alarm

You create an alarm with the AlarmManager.CreateAlarm method. In the simplest case, you specify the trigger condition in the AlarmSpec.expression property and the action to perform in the AlarmSpec.action property. When the expression evaluates to true, the alarm performs the action.

**Figure 15-4** shows the CreateAlarm method.
**To create an alarm**

1. Obtain a managed object reference to the `AlarmManager` associated with the vCenter Server.
2. Obtain a managed object reference of the entity on which you want to set the Alarm.
4. Call `AlarmManager.CreateAlarm`, passing in the references and the `AlarmSpec` data object. The system returns a managed object reference to the Alarm (see Figure 15-4).

The state of an alarm is contained in an `AlarmState` data object.

### Defining Alarms Using the AlarmSpec Data Object

The `AlarmSpec` data object has properties for all aspects of an Alarm, including its expression and the action to take when the expression evaluates to true. The following properties define the alarm; see the API Reference for a complete list.

- **action** – Action to initiate when the Alarm becomes active. Specify one of the Action subtypes. See “Specifying Alarm Actions” on page 176.
- **actionFrequency** – Number of seconds that the Alarm remains in the state required to initiate the specified action.
- **expression** – One or more `AlarmExpression` data objects combined in a way that evaluates to a true-false expression. See “Specifying Alarm Trigger Conditions with AlarmExpression” on page 175.
- **setting** – Tolerance and frequency limits for the Alarm defined in the `AlarmSetting` data object. `AlarmSetting` contains two integer properties:
  - `reportingFrequency`, which specifies the number of seconds between activation of an alarm. Use 0 to specify that the alarm can activate as frequently as required.
  - `toleranceRange`, which specifies the acceptable range (measured in hundredth percentage) above and below the specified value defined in a `MetricAlarmExpression`.  

---

**Figure 15-4. CreateAlarm Method Inputs and Outputs**
Specifying Alarm Trigger Conditions with AlarmExpression

You use the AlarmExpression data object to specify the conditions under which you want the Alarm to become active. The AlarmExpression data object is an abstract type with several subtypes, which allow you to specify thresholds on objects, state of objects, or specify specific events to monitor.

Figure 15-5. AlarmExpression and Its Subtypes

AlarmExpression Types

By using the appropriate type of AlarmExpression, you can set alarms for different conditions, states, or events.

Table 15-1. Alarm Expressions and Examples

<table>
<thead>
<tr>
<th>AlarmExpression</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>StateAlarmExpression</td>
<td>Specifies thresholds that trigger the alarm.</td>
<td>Triggered by a power state change of a virtual machine or state change of a distributed virtual switch.</td>
</tr>
<tr>
<td>MetricAlarmExpression</td>
<td>Specifies levels at which the alarm changes state. See “Using MetricAlarmExpression” on page 175.</td>
<td>Triggered when resource utilization metrics exceed a specified limit.</td>
</tr>
<tr>
<td>EventAlarmExpression</td>
<td>Specifies a type of event as the basis for the alarm.</td>
<td>Triggered by power on or power off events of primary or secondary virtual machines in a fault-tolerant cluster.</td>
</tr>
<tr>
<td>EventAlarmComparison</td>
<td>Specifies the property of the Event that should trigger the alarm and the operator to use as the basis for comparison.</td>
<td></td>
</tr>
<tr>
<td>AndAlarmExpression</td>
<td>Combines one or more instances of the AndAlarmExpression and the OrAlarmExpression data objects into an expression that evaluates to true or false.</td>
<td></td>
</tr>
</tbody>
</table>

Using MetricAlarmExpression

The MetricAlarmExpression data object lets you set an alarm to monitor performance metrics. The vSphere Client uses the data object to indicate when hosts or clusters do not have sufficient resources in a DAS or DRS cluster environment. See the Resource Management Guide.

You set the metric property to the PerfMetricId of a performance metric that you want to monitor on the system. Set the red or yellow properties to identify the level at which the metric value moves from green, to yellow, to red. You must define red, yellow, or both properties. Use each of these properties with the isAbove or isBelow MetricAlarmOperator enumerations to complete the definition of the threshold.

In conjunction with red and yellow properties, you can use the redInterval or yellowInterval properties. These properties enable you to set the number of seconds that the performance metric must be in red or yellow state before the expression becomes true and triggers the defined action.
Specifying Alarm Actions

You specify the actions that the system should take by setting the action property of the AlarmSpec data object to the AlarmAction data object defined for the purpose.

The AlarmAction data object is an abstract type that has two descendent objects.

- The AlarmTriggeringAction data object has an action property and a transitionSpecs property. AlarmTriggeringActionTransitionSpec allows you to define a starting state and a final state for the Alarm. You can limit the number of Alarm objects actually triggered to a single Alarm by specifying false for the repeats property of the AlarmTriggeringActionTransitionSpec.

- The GroupAlarmAction data object is an array version of the AlarmAction base type. You can create a single AlarmAction instance or an array of AlarmAction instances to take effect when the conditions specified for your alarm are met on the system.

The system can respond to an alarm in several ways:

- **Invoking an operation.** To invoke an operation, create a MethodAction data object.

- **Running a script.** To run a script, create an instance of the RunScriptAction data object that specifies the fully qualified path to the shell script on the vCenter Server.

- **Send an email message.** To send an email message to a system administrator, use the SendEmailAction data object.

**Figure 15-6.** AlarmAction and Related Objects

For example, you can use the MethodAction data object type to invoke an operation on the server.

The MethodAction data object contains the following properties:

- **name**—Name of the operation that you want to invoke at the scheduled time.

- **argument**—Specifies required parameters, if any, as an array of MethodArgumentAction data objects.

Depending on the entity associated with the alarm, the MethodAction.argument property might not be needed.
Deleting or Disabling an Alarm

An Alarm remains active until you delete it or disable it. To delete the alarm, obtain a managed object reference to the Alarm and invoke its RemoveAlarm operation.

To disable the Alarm, obtain managed object references to the AlarmManager and to the entity on which the Alarm is set. Call AlarmManager.EnableAlarmActions operation, passing the value false for the enabled parameter.

Sample Code Reference

Table 15-2 lists the sample applications included with the vSphere Web Services SDK that demonstrate some of the topics discussed in this chapter.

<table>
<thead>
<tr>
<th>Java</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>\samples\alarms\MPowerStateAlarm.java</td>
<td>VMPowerStateAlarm</td>
</tr>
<tr>
<td>\samples\events\EventFormat.java</td>
<td>EventFormat</td>
</tr>
<tr>
<td>\samples\events\EventHistoryCollectorMonitor.java</td>
<td>EventHistoryCollectorMonitor</td>
</tr>
<tr>
<td>\samples\events\VMEventHistoryCollectorMonitor.java</td>
<td>VMEventHistoryCollectorMonitor</td>
</tr>
</tbody>
</table>
vSphere Performance

VMware vSphere servers use performance counters to track resource use. At runtime, vSphere components generate performance data which the vSphere servers store in performance counters. You can use the PerformanceManager interface to retrieve the data.

This chapter includes the following topics:

- “vSphere Performance Data Collection” on page 179
- “PerformanceManager Objects and Methods” on page 181
- “Retrieving vSphere Performance Data” on page 182
- “Performance Counter Metadata” on page 192
- “Performance Intervals” on page 192
- “vSphere Performance and Data Storage” on page 194
- “Sample Code Reference” on page 195

vSphere Performance Data Collection

In a vSphere environment, virtual and physical components generate performance data. To track the use of resources, ESXi Servers perform real-time data collection and vCenter Servers store the data in the vCenter database. vCenter Servers also store a historical rollup of the data according to defined performance intervals.

- Real-time data collection – An ESXi Server collects data for each performance counter every 20 seconds and maintains that data for one hour.
- Historical data rollup – A vCenter Server collects data from all of the hosts that the vCenter Server manages. The PerformanceManager defines performance intervals that specify time periods for performance data rollup, a methodology for combining data values. The server stores the rolled up performance counter data in the vCenter database.

The following figure represents vSphere performance data collection and retrieval.
1 ESXi Servers sample performance counter instances every 20 seconds and maintain the real-time instance data for one hour. For example, the figure shows collection of CPU statistics for four CPU cores.

2 The vCenter Server retrieves and stores data from the servers that it manages. The Server produces rollup data according to the settings of the historical intervals.

3 vSphere client applications can retrieve real-time instance data, aggregated instance data, historical rollup data, and summary data.

The following table defines terms that are used to describe vSphere performance management.

**Table 16-1. Performance Management Terminology**

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>performance providers</td>
<td>Performance providers include managed entities, such as hosts, virtual machines, compute resources, resource pools, datastores, and networks.</td>
</tr>
<tr>
<td>performance counter</td>
<td>Unit of statistical data collected on a vSphere server. For example, a vCenter server collects the average CPU utilization for hosts, virtual machines and clusters (the counter cpu.usage.average).</td>
</tr>
<tr>
<td>counter ID</td>
<td>System-generated identifier for a performance counter.</td>
</tr>
<tr>
<td>instance</td>
<td>An identifier derived from device configuration names. Examples of counter instances are the name of a virtual Ethernet adapter such as “vnic0:”, or a number that identifies a CPU core, such as 0, 1, 2, or 3. Performance data is retrieved as specific instances of performance counters.</td>
</tr>
<tr>
<td>instance data</td>
<td>Performance data collected at 20-second intervals.</td>
</tr>
<tr>
<td>metric ID</td>
<td>Combination of a counter ID and an instance. You use metric IDs – PerfMetricId objects – when you construct a performance query specification to identify the data to be collected. There are two system-defined instances that you can use to specify aggregate retrieval. See the description of aggregate performance data below. - “*” – An asterisk directs the vSphere Server to return all instances plus rollup data. This is not supported for some disk-related counters. - “” – A string of length zero directs the vSphere Server to return only aggregated instance data or rollup type data. The vSphere Server returns metric IDs embedded in the data objects that it returns as a response to performance queries.</td>
</tr>
</tbody>
</table>
### Table 16-1. Performance Management Terminology

<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>performance interval</td>
<td>Data object (PerfInterval) which defines the time interval between collection events, the collection level, and the time period that the data will be stored on the Server.</td>
</tr>
<tr>
<td></td>
<td>- ESXi Servers define a built-in performance interval that specifies data collection every 20 seconds for each performance counter. ESXi Servers also define a single historical interval (PerformanceManager.historicalInterval) that defines aggregate performance data. This system-defined performance interval specifies aggregate data collection every 300 seconds for each counter. You cannot modify the performance intervals on an ESXi Server.</td>
</tr>
<tr>
<td></td>
<td>- vCenter Servers define four performance intervals that determine how collected instance data is aggregated and stored. You can modify the system-defined intervals on a vCenter Server to a limited extent.</td>
</tr>
<tr>
<td>collection level</td>
<td>Number between one and four that is assigned to a performance interval (PerformanceManager.historicalInterval[].level). The interval collection level corresponds to the level specified for individual performance counters (PerfCounterInfo.level). A vCenter Server uses a performance interval to perform performance data aggregation, using data for the counters with levels that match the performance interval collection level.</td>
</tr>
<tr>
<td>rollup type</td>
<td>Methodology for producing a single value from a set of statistical values (PerformanceManager.perfCounter[].rollupType). Examples of rollup types are average, latest, and summation.</td>
</tr>
<tr>
<td>aggregate performance data</td>
<td>A single value that represents a set of instance data values collected for a performance counter. The single value is derived using one of the rollup types.</td>
</tr>
</tbody>
</table>

### PerformanceManager Objects and Methods

**PerformanceManager** provides methods for obtaining statistical data about various aspects of system performance, as generated and maintained by the performance providers. It also defines historical performance intervals and it identifies the set of performance counters that you can use to obtain performance data. The following table shows the **PerformanceManager** properties.

### Table 16-2. PerformanceManager Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>description</td>
<td>Composite object that includes information about the types of counters (counterType) and statistics (statsType) available on the system.</td>
</tr>
<tr>
<td>historicalInterval</td>
<td>Array of system-defined performance intervals (PerfInterval data objects). Each object defines the interval between rollup events, the collection level, and the time period that the data is stored on the system.</td>
</tr>
<tr>
<td></td>
<td>- For an ESXi system, the array contains a single performance interval. You cannot modify the ESXi performance interval.</td>
</tr>
<tr>
<td></td>
<td>- For vCenter Server systems, the PerfInterval objects control how ESXi performance data are rolled up and stored in the database. You can modify some of the PerfInterval properties on a vCenter Server.</td>
</tr>
<tr>
<td>perfCounter</td>
<td>Array of PerfCounterInfo data objects. The array identifies all of the performance counters known to the vCenter Server at the time a client accesses the array. The set of counters may change as ESXi hosts are added or removed from vCenter management. Each PerfCounterInfo object contains metadata associated with a performance counter.</td>
</tr>
</tbody>
</table>
The **PerformanceManager** methods allow you to retrieve performance statistics and to retrieve metadata that defines the statistics. The following table classifies the methods and describes their purposes.

### Table 16-3. PerformanceManager Methods

<table>
<thead>
<tr>
<th>Method Type</th>
<th>Method</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Performance data availability</td>
<td>QueryAvailablePerfMetric</td>
<td>Returns PerfMetricId objects which identify the counter data available on the specified entity. For example, a virtual machine provides the memory counter granted, which indicates the amount of physical memory that is mapped for the virtual machine. The PerfMetricId object for the mem.granted.average counter specifies the system-defined counter ID. Since this is a memory counter, the PerfMetricId.instance property is empty.</td>
</tr>
<tr>
<td>Performance data retrieval</td>
<td>QueryPerf</td>
<td>Returns statistics for a specific list of managed entities that provide performance data.</td>
</tr>
<tr>
<td>Performance provider information</td>
<td>QueryPerfCounter</td>
<td>Returns PerfCounterInfo data objects for the specified list of counter IDs.</td>
</tr>
<tr>
<td>Performance counter metadata</td>
<td>QueryPerfCounterByLevel</td>
<td>Returns PerfCounterInfo data objects for the specified collection level.</td>
</tr>
<tr>
<td>Collection parameters</td>
<td>ResetCounterLevelMapping</td>
<td>Restores a set of performance counters to their default collection levels.</td>
</tr>
<tr>
<td></td>
<td>UpdateCounterLevelMapping</td>
<td>Changes the collection level for a set of performance counters.</td>
</tr>
<tr>
<td></td>
<td>UpdatePerfInterval</td>
<td>Modifies the system-defined performance intervals.</td>
</tr>
</tbody>
</table>

### Retrieving vSphere Performance Data

To retrieve collected data, your client application creates a query specification and passes the specification to a performance query method. The query specification is composed of one or more PerfQuerySpec objects. Each object identifies the following:

- **Performance provider** – managed entity for which the Server will return performance data (PerfQuerySpec.entity).
- **Performance counters** – PerfMetricId objects that identify performance counter instances (PerfQuerySpec.metricId).
- **Performance interval** – the sampling period that defines the data rollup (PerfQuerySpec.intervalId).
- **Amount of data to be returned** – start and end times (PerfQuerySpec.startTime, PerfQuerySpec.endTime) and maximum number of values (PerfQuerySpec.maxSample) to limit the amount of data to be returned.
- **Output data format** (PerfQuerySpec.format) – one of two kinds:
  - Normal output returned as values contained in data objects.
  - Formatted output returned as strings containing comma-separated values.
The combination of the entity and metricID properties determine the set of counters for which the server will return performance data. The combination of the interval, startTime, endTime properties produce instance, aggregated instance, rollup, or summarized data. The following table summarizes the different classifications of performance data that you can retrieve from a vCenter Server.

<table>
<thead>
<tr>
<th>Performance Data</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>ESXi Servers sample performance data every 20 seconds. 20-second interval data is called instance data or real-time data. To retrieve instance data, specify a value of 20 seconds for the PerfQuerySpec.intervalId property.</td>
</tr>
<tr>
<td>Aggregated Instance</td>
<td>A vSphere client can retrieve aggregated instance data. To obtain aggregated instance data, specify the following PerfQuerySpec properties.</td>
</tr>
<tr>
<td>Rollup</td>
<td>The vCenter Server uses the historical intervals to rollup performance data from the servers that it manages. To retrieve historical performance data, specify the following PerfQuerySpec properties.</td>
</tr>
<tr>
<td>Summary</td>
<td>When you call the QueryPerf method and specify a performance interval (PerfQuerySpec.intervalId) that does not match one of the historical intervals (PerformanceManager.historicalInterval[].samplingPeriod), the Server will attempt to summarize the stored data for the specified interval. In this case, the Server may return values that are different from the values that were stored for the historical intervals.</td>
</tr>
</tbody>
</table>

**Performance Counter Example (QueryPerf)**

The following code fragments are part of an example that uses the PerformanceManager.QueryPerf method to obtain performance statistics for a virtual machine. The example code in this section does not include server connection code and it does not show the code for obtaining the managed object reference for the virtual machine. See “Client Applications” on page 27 for an example of server connection code.

This example retrieves the following statistics:
- disk.provisioned.LATEST – virtual machine storage capacity.
- mem.granted.AVERAGE – amount of physical memory mapped for the virtual machine.
- power.power.AVERAGE – current power usage.

The example creates a query specification (PerfQuerySpec) to identify the data to be retrieved, calls the QueryPerf method, and prints out the retrieved performance data and corresponding performance counter metadata. The following sections describe the basic steps involved in retrieving performance statistics.
- Map the performance counters – “Mapping Performance Counters (Counter Ids and Metadata)” on page 183.
- Create a performance query specification and call the QueryPerf method – “Retrieving Statistics” on page 186.
- Process the returned data – “Handling Returned Performance Data” on page 189.

**Mapping Performance Counters (Counter Ids and Metadata)**

Performance counters are represented by string names, for example disk.provisioned.LATEST or mem.granted.AVERAGE. A vSphere server tracks performance counters by using system-generated counter IDs. When you create a performance query, you use counter IDs to specify the statistics to be retrieved, so it is useful to map the names to IDs.
The example must specify counter IDs in the calls to QueryPerf, and it will use performance counter metadata when it prints information about the returned data. To obtain performance counter IDs and the corresponding performance counter metadata, the example creates two hash maps. This example maps the entire set of performance counters to support retrieval of any counter.

**HashMap Declarations**

The following code fragment declares two hash maps.

- **countersIdMap** – Uses full counter names to index performance counter IDs. A full counter name is the combination of counter group, name, and rollup type. The example uses this map to obtain counter IDs when it builds the performance query specification.

- **countersInfoMap** – Uses performance counter IDs to index `PerfCounterInfo` data objects. The example uses this map to obtain metadata when it prints the returned performance data.

```java
/*
* Map of counter IDs indexed by counter name.
* The full counter name is the hash key - group.name.ROLLUP-TYPE.
*/
private static HashMap<String, Integer> countersIdMap = new HashMap<String, Integer>();

/*
* Map of performance counter data (PerfCounterInfo) indexed by counter ID
* (PerfCounterInfo.key property).
*/
private static HashMap<Integer, PerfCounterInfo> countersInfoMap =
    new HashMap<Integer, PerfCounterInfo>();
```

The following figure shows a representation of the hash maps.

**Figure 16-2. Performance Counter Hash Maps**

<table>
<thead>
<tr>
<th>Key</th>
<th>Value</th>
<th>Key</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>performance counter name</td>
<td>counter ID</td>
<td>counter ID</td>
<td>PerfCounterInfo</td>
</tr>
<tr>
<td>performance counter name</td>
<td>counter ID</td>
<td>counter ID</td>
<td>PerfCounterInfo</td>
</tr>
<tr>
<td>performance counter name</td>
<td>counter ID</td>
<td>counter ID</td>
<td>PerfCounterInfo</td>
</tr>
<tr>
<td>performance counter name</td>
<td>counter ID</td>
<td>counter ID</td>
<td>PerfCounterInfo</td>
</tr>
<tr>
<td>performance counter name</td>
<td>counter ID</td>
<td>counter ID</td>
<td>PerfCounterInfo</td>
</tr>
</tbody>
</table>

**Creating the Map**

The example uses the Property Collector to retrieve the array of performance counters (`PerfCounterInfo`) known to the vCenter Server (`PerformanceManager.perfCounter[]`). It then uses the data to create the maps. The code fragment uses the variable `apiMethods`, which is a `VimPortType` object that provides access to the vSphere API methods. For information about the `VimPortType` object, see “Overview of a Java Sample Application” on page 27.
The following code fragment performs these steps:

1. Create an ObjectSpec to define the property collector context. This example specifies the Performance Manager.
2. Create a PropertySpec to identify the property to be retrieved. This example retrieves the perfCounter property, which is an array of PerfCounterInfo objects.
3. Create a PropertyFilterSpec for the call to the PropertyCollector. The PropertyFilterSpec creates the association between the ObjectSpec and PropertySpec for the operation.
4. Call the PropertyCollector.RetrievePropertiesEx method. This method blocks until the server returns the requested property data.
5. Cast the returned xsd:anyType value into the array of PerfCounterInfo objects.
6. Cycle through the returned array and load the maps. The counter-name to counter-ID map uses a fully qualified counter name. The qualified name is a path consisting of counter group, counter name, and rollup type – group.counter.ROLLUP-TYPE. The rollup type must be coded in uppercase letters. Examples of qualified names are disk.provisioned.LATEST and mem.granted.AVERAGE.

```java
/*
 * Create an object spec to define the context to retrieve the PerformanceManager property.
 */
ObjectSpec oSpec = new ObjectSpec();
oSpec.setObj(performanceMgrRef);

/*
 * Specify the property for retrieval
 * (PerformanceManager.perfCounter is the list of counters of which the vCenter Server is aware.)
 */
PropertySpec pSpec = new PropertySpec();
pSpec.setType("PerformanceManager");
pSpec.getPathSet().add("perfCounter");

/*
 * Create a PropertyFilterSpec and add the object and property specs to it.
 */
PropertyFilterSpec fSpec = new PropertyFilterSpec();
fSpec.getObjectSet().add(oSpec);
fSpec.getPropSet().add(pSpec);

/*
 * Create a list for the filter and add the spec to it.
 */
List<PropertyFilterSpec> fSpecList = new ArrayList<PropertyFilterSpec>();
fSpecList.add(fSpec);

/*
 * Get the performance counters from the server.
 */
RetrieveOptions ro = new RetrieveOptions();
RetrieveResult props = apiMethods.retrievePropertiesEx(pCollectorRef, fSpecList, ro);

/*
 * Turn the retrieved results into an array of PerfCounterInfo.
 */
List<PerfCounterInfo> perfCounters = new ArrayList<PerfCounterInfo>();
if (props != null) {
    for (ObjectContent oc : props.getObjects()) {
        List<DynamicProperty> dps = oc.getPropSet();
        if (dps != null) {
            for (DynamicProperty dp : dps) {
                /*
                 * DynamicProperty.val is an xsd:anyType value to be cast
                 * to an ArrayOfPerfCounterInfo and assigned to a List<PerfCounterInfo>.
                 */
                perfCounters = ((ArrayOfPerfCounterInfo)dp.getVal()).getPerfCounterInfo();
            }
        }
    }
}
```
Cycle through the PerfCounterInfo objects and load the maps.

for(PerfCounterInfo perfCounter : perfCounters) {

    Integer counterId = new Integer(perfCounter.getKey());

    /*
     * This map uses the counter ID to index performance counter metadata.
     */
    countersInfoMap.put(counterId, perfCounter);

    /*
     * Obtain the name components and construct the full counter name,
     * for example – power.power.AVERAGE.
     * This map uses the full counter name to index counter IDs.
     */
    String counterGroup = perfCounter.getGroupInfo().getKey();
    String counterName = perfCounter.getNameInfo().getKey();
    String counterRollupType = perfCounter.getRollupType().toString();
    String fullCounterName = counterGroup + "." + counterName + "." + counterRollupType;

    /*
     * Store the counter ID in a map indexed by the full counter name.
     */
    countersIdMap.put(fullCounterName, counterId);
}

Retrieving Statistics

The following code fragment calls the QueryPerf method to retrieve statistics. It performs these tasks:

1. Create a list of qualified performance counter names for retrieval. The name is a path consisting of `group-name.counter-name.ROLLUP-TYPE`, for example `mem.granted.AVERAGE`. The rollup type must be coded in uppercase letters to match the character case of the rollup type in the performance counter metadata (PerfCounterInfo.rollupType). See the vSphere API Reference for tables of available counters. The vSphere API Reference page for the PerformanceManager managed object contains links to the tables.

2. Create a list of PerfMetricId objects, one for each counter to be retrieved. The metric ID is a combination of the counter ID and the instance. To fill in the PerfMetricId properties, the example does the following:
   - Use the countersIdMap to translate a full counter name into a counter ID.
   - Specify an asterisk (*) for the PerfMetricId.instance property. The asterisk is the system-defined instance specification for combined instance and rollup retrieval.

3. Build a query specification for the method call. This query specifies the following:
   - Virtual machine for which performance data is being retrieved (entityMor);
   - Interval ID of 300 to collect 5-minute rollup data.
   - Comma-separated value (CSV) format for the retrieved data.

4. Call the QueryPerf method.

   /*
   * Use <group>.<name>.<ROLLUP-TYPE> path specification to identify counters.
   */
   String[] counterNames = new String[] {"disk.provisioned.LATEST", "mem.granted.AVERAGE", "power.power.AVERAGE");
/*
 * Create the list of PerfMetricIds, one for each counter.
 */
List<PerfMetricId> perfMetricIds = new ArrayList<PerfMetricId>();
for(int i = 0; i < counterNames.length; i++) {
    /*
    * Create the PerfMetricId object for the counterName.
    * Use an asterisk to select all metrics associated with counterId (instances and rollup).
    */
    PerfMetricId metricId = new PerfMetricId();
    /* Get the ID for this counter. */
    metricId.setCounterId(countersIdMap.get(counterNames[i]));
    metricId.setInstance("*");
    perfMetricIds.add(metricId);
}

/*
 * Create the query specification for queryPerf().
 * Specify 5 minute rollup interval and CSV output format.
 */
int intervalId = 300;
PerfQuerySpec querySpecification = new PerfQuerySpec();
querySpecification.setEntity(entityMor);
querySpecification.setIntervalId(intervalId);
querySpecification.setFormat("csv");
querySpecification.getMetricId().addAll(perfMetricIds);
List<PerfQuerySpec> pqsList = new ArrayList<PerfQuerySpec>();
pqsList.add(querySpecification);

/*
 * Call queryPerf()
 * QueryPerf() returns the statistics specified by the provided
 * PerfQuerySpec objects. When specified statistics are unavailable -
 * for example, when the counter doesn't exist on the target
 * ManagedEntity - QueryPerf() returns null for that counter.
 */
List<PerfEntityMetricBase> retrievedStats = apiMethods.queryPerf(performanceMgrRef, pqsList);

Performance Data Returned by a vSphere Server

The query methods return sampling information and performance data. The sampling information indicates
the collection interval in seconds and the time that the data was collected. When you call performance query
methods, you pass in query specifications (PerfQuerySpec) to identify the performance data to be retrieved.
To indicate the format of the output data, specify either “normal” or “csv” for the PerfQuerySpec.format
property.

The query methods return PerfEntityMetricBase objects which you must cast into the appropriate type that
 corresponds to the PerfQuerySpec.format value specified in the call to the method.

- The QueryPerf method returns a list of PerfEntityMetricBase objects.
- The QueryPerfComposite method returns a PerfCompositeMetric object, which contains
  PerfEntityMetricBase objects.

Normal Output Format

When you specify “normal” format, you must cast the returned PerfEntityMetricBase objects into
PerfEntityMetric objects. Each PerfEntityMetric object contains the following properties:

- entity – Reference to the performance provider.
sampleInfo – Array of sample information (PerfSampleInfo data objects), encoded as xsd:int and xsd:dateTime values.

value – Array of data values (PerfMetricIntSeries data objects). Each object in the array contains the following properties:

- id – Performance metric ID that identifies the counter instance.
- value – Array of integers that corresponds to the array of sample information (PerfEntityMetric.sampleInfo).

The following figure shows a representation of the data object hierarchy returned by the query methods for normal format.

**Figure 16-3. PerfEntityMetric Object Hierarchy**

```
PerfEntityMetric
  entity : ManagedObjectReference
  sampleInfo : PerfSampleInfo[]
  value : PerfMetricIntSeries[]

PerfSampleInfo
  interval : xsd:int
  timestamp : xsd:dateTime

PerfMetricIntSeries
  id : PerfMetricId
  value : xsd:long[]

PerfMetricId
  counterId : xsd:int
  instance : xsd:string
```

**CSV Output Format**

When you specify “csv” format, you must cast the returned PerfEntityMetricBase objects into PerfEntityMetricCSV objects. Both the sampling information and the collected data are encoded as comma-separated values suitable for display in tabular format.

The PerfEntityMetricCSV object contains the following properties:

- entity – Reference to the performance provider.
- sampleInfoCSV – String containing a set of interval and date-time values. The property contains string representations of PerfSampleInfo xsd:int and xsd:dateTime values. The string values are encoded in the following CSV format:
  
  | interval1, | date1, | interval2, | date2 |
  |
- value – Array of data values (PerfMetricSeriesCSV data objects). Each object in the array contains the following properties:
  
  - id – Performance metric ID that identifies the counter instance.
  - value – Set of sample values in CSV format, corresponding to the list of sample information (PerfEntityMetricCSV.sampleInfoCSV).

The following figure shows a representation of the data object hierarchy returned by the query methods for CSV format.
Handling Returned Performance Data

The following code fragment prints out the returned performance data. This example uses CSV formatted data. The code fragment performs these tasks:

- Loop through the list of PerfEntityMetricBase objects returned by the QueryPerf method (retrievedStats).
  - Cast the PerfEntityMetricBase object to a PerfEntityMetricCSV object to handle the CSV output specified in the PerfQuerySpec.
  - Retrieve the sampled values.
  - Retrieve the interval information (csvTimeInfoAboutStats). The sampleInfoCSV string (PerfEntityMetricCSV.sampleInfoCSV) is PerfSampleInfo data formatted as interval,time pairs separated by commas – interval-1,time-1,interval-2,time-2. The list of pairs embedded in the string corresponds to the list of sampled values (PerfEntityMetricCSV.value[]).
  - Print the time and interval information.
- Loop through the sampled values (metricsValues).
  - Use the countersInfoMap to translate the counter ID returned in the PerfMetricSeriesCSV object into the corresponding PerfCounterInfo object.
  - Use the counter metadata to print out identifying information about the counter along with the returned sampled value for the counter.

```java
/*
 * Cycle through the PerfEntityMetricBase objects. Each object contains
 * a set of statistics for a single ManagedEntity.
 */
for(PerfEntityMetricBase singleEntityPerfStats : retrievedStats) {

    /*
    * Cast the base type (PerfEntityMetricBase) to the csv-specific sub-class.
    */
    PerfEntityMetricCSV entityStatsCsv = (PerfEntityMetricCSV)singleEntityPerfStats;

    /* Retrieve the list of sampled values. */
    List<PerfMetricSeriesCSV> metricsValues = entityStatsCsv.getValue();

    if(metricsValues.isEmpty()) {
        System.out.println("No stats retrieved. " +
                            "Check whether the virtual machine is powered on.");
        throw new Exception();
    }

    /*
    * Retrieve time interval information (PerfEntityMetricCSV.sampleInfoCSV).
    */
    String csvTimeInfoAboutStats = entityStatsCsv.getSampleInfoCSV();

    /* Print the time and interval information. */
    */
System.out.println("Collection: interval (seconds),time (yyyy-mm-ddThh:mm:ssZ)");
System.out.println(csvTimeInfoAboutStats);

/*
 * Cycle through the PerfMetricSeriesCSV objects. Each object contains
 * statistics for a single counter on the ManagedEntity.
 */
for(PerfMetricSeriesCSV csv : metricsValues) {

    /* Use the counterId to obtain the associated PerfCounterInfo object */
    PerfCounterInfo pci = countersInfoMap.get(csv.getId().getCounterId());

    /* Print out the metadata for the counter. */
    System.out.println("----------------------------------------");
    System.out.println(pci.getGroupInfo().getKey() + "." + pci.getNameInfo().getKey() + "." + pci.getRollupType() + " - " + pci.getUnitInfo().getKey());
    System.out.println("Instance: " + csv.getId().getInstance());
    System.out.println("Values: " + csv.getValue());
}

Large-Scale Performance Data Retrieval

The example described in the previous sections (“Performance Counter Example (QueryPerf)” on page 183) shows how to retrieve performance data for a single entity. When you design your application to retrieve performance data on a large scale, take the following information into consideration for more efficient processing.

- Use CSV formatted output. CSV format provides a more compact representation of the output data which can save on meta-data overhead.
- Create query specifications to reference a set of vSphere entities.
  - Using one QueryPerf method call per entity is not efficient.
  - Using a single call to QueryPerf to retrieve all of the performance data is not efficient.
  - As a general rule, specify between 10 and 50 entities in a single call to the QueryPerf method. This is a general recommendation because your system configuration may impose different constraints.
- Do not retrieve statistics more frequently than they are refreshed. For example, when you retrieve 20-second interval data, the data will not change until the next 20-second data collection event.
- Use QueryAvailablePerfMetric only when you intend to send a query for a specific counter using a specific performance interval. The method will return PerfMetricId objects that you can use for the query.
  In all other cases, create the PerfMetricId objects for the query.
  - For the counterId property, use the counter IDs from the PerformanceManager counter list (PerformanceManager.perfCounter[].key).
  - For the instance property, specify an asterisk ("*") to retrieve instance and aggregate data or a zero-length string (""") to retrieve aggregate data only.

Using the QueryPerf Method as a Raw Data Feed

The QueryPerf method can operate as a raw data feed that bypasses the vCenter database and instead retrieves performance data from an ESXi host. You can use a raw data feed to obtain real-time instance data associated with 20-second interval collection and aggregate data associated with the 5-minute intervals.
You can use a raw data feed on VirtualCenter Server 2.5 and later.

Table 16-5. Raw Data Feed

<table>
<thead>
<tr>
<th>Performance Interval</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-second</td>
<td>ESXi servers collect data for each performance counter every 20 seconds and maintain that data for an hour. When you specify a 20-second interval in the query specification for the QueryPerf method (PerfQuerySpec.intervalId), the method operates as a raw data feed. The Server ignores the historical interval collection levels and retrieves data for all of the requested counters from the ESXi servers. When you send a query for 20-second instance data, the server returns the most recent data collected for the 20-second interval. The server does not perform additional, unscheduled data collection to satisfy the query.</td>
</tr>
</tbody>
</table>
| 5-minute             | ESXi servers aggregate performance data according to the system-defined performance interval which specifies data collection every 300 seconds. To use a raw data feed for this data, specify the following PerfQuerySpec properties in the call to the QueryPerf method.  
  - intervalId – Specify 300 seconds to match the system-defined performance interval.  
  - startTime/endTime – Specify time values within the last 30 minutes of the current time. The QueryPerf method checks the performance interval collection level on the vCenter Server. The method returns aggregated statistics for performance counters that specify a collection level (PerfCounterInfo.level) at or below the vCenter Server performance interval for the 300 second sampling period (PerfInterval.level). For example, if the vCenter Server performance interval is set to level one, and your query specification requests only performance counters that specify level four, the QueryPerf method will not return any data. |

Comparison of Query Methods

The following table presents a comparison of performance query methods.

Table 16-6. Performance Query Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Notes</th>
</tr>
</thead>
</table>
| QueryPerf          | Specify an array of PerfQuerySpec objects.  
  - An unset PerfQuerySpec.metricId property produces results for all counters defined for PerfQuerySpec.entity.  
  - PerfQuerySpec.maxSample is ignored for historical statistics. You can use this method to retrieve historical statistics; you can also use it as a raw data feed. For information about retrieving the raw data collected on ESXi servers, see “Using the QueryPerf Method as a Raw Data Feed” on page 190. |
| QueryPerfComposite | Method works only at the host level. You can use a single call to the QueryPerfComposite method to retrieve performance data for a host and its virtual machines.  
  - Specify a single PerfQuerySpec object.  
  - You must specify a list of performance metrics to identify the data to be retrieved (PerfQuerySpec.metricId).  
  - You cannot specify PerfQuerySpec.maxSample.  
  This method is designed for efficient client-server communications. QueryPerfComposite usually generates less network traffic than QueryPerf because it returns a large-grained object, a PerfCompositeMetric data object, that contains all the data. |

Retrieving Summary Performance Data

You can obtain near real-time summary information about performance or utilization without using the PerformanceManager methods. vSphere servers maintain “quick stats” data objects for hosts (HostListSummaryQuickStats), virtual machines (VirtualMachineQuickStats), and resource pools (ResourcePoolQuickStats). For more information about these objects, see the vSphere API Reference.
Performance Counter Metadata

Performance counters are organized by groups of system resources. Examples of performance counter groups are memory, CPU, and disk. The counter groups and specific counters used on any vSphere server depend on the server configuration. The vSphere API Reference contains a table for each counter group. The table includes the counter name, type of statistics being collected, unit of measurement, level, and so on. The vSphere API Reference page for the PerformanceManager managed object contains links to the tables.

The PerformanceManager.perfCounter property is an array of PerfCounterInfo data objects. Each object provides metadata for the collected data. A PerfCounterInfo object has a unique key, the counter ID. The actual performance data collected at runtime are identified by this counter ID. The following table lists the PerfCounterInfo properties.

**Table 16-7. PerfCounterInfo Data Object Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>groupInfo</td>
<td>Name of the resource group to which this counter belongs, such as disk, cpu, or memory.</td>
</tr>
<tr>
<td>key</td>
<td>Unique integer that identifies the counter. Also called the counter ID. The value is unique and it is not static—it might, for example, change between system reboots. The counter key on an ESXi system might not be the same as the counter key for the same counter on the vCenter Server system managing the ESXi system. However, the system maps the keys from ESXi to vCenter Server systems automatically.</td>
</tr>
<tr>
<td>level</td>
<td>Number from 1 to 4 that identifies the level at which data values for this counter are aggregated.</td>
</tr>
<tr>
<td>nameInfo</td>
<td>Descriptive name for the counter. The name component of a fully qualified counter name, for example “granted” is the nameInfo property for the mem.granted.AVERAGE counter.</td>
</tr>
<tr>
<td>rollupType</td>
<td>Indicates how multiple samples of a counter are transformed into a single statistical value. Examples of rollup types are average, summation, and minimum. No conversion of values occurs for counters that specify absolute values, such as the total number of seconds that the system has been running continuously since startup. The PerfSummaryType is an enumeration containing valid constants for this property.</td>
</tr>
<tr>
<td>statsType</td>
<td>Type of statistical data that the value represents over the course of the interval, such as an average, a rate, the minimum value, and so on. The PerfStatsType is an enumeration containing valid constants for this property.</td>
</tr>
<tr>
<td>unitInfo</td>
<td>Unit of measure, such as megahertz, kilobytes, kilobytes per second, and so on. The ElementDescription's key property is populated using one of the constants available in the PerformanceManagerUnit enumeration.</td>
</tr>
</tbody>
</table>

Performance Intervals

The PerformanceManager defines performance intervals which specify the period of time between collection events, how much data will be collected, and how long the collected data will be saved.

- An ESXi server has a built-in performance interval that produces discrete data values from counter instances sampled every 20 seconds. The server will maintain this instance data for one hour.
- Additional data collection is specified by historical performance intervals which produce data aggregated from counter instances according to the individual intervals.

The PerformanceManager.historicalInterval property is an array of PerfInterval objects. The following table lists the PerfInterval properties.

**Table 16-8. PerfInterval Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>samplingPeriod</td>
<td>Number of seconds for the interval. You can modify this property on a vCenter Server only.</td>
</tr>
<tr>
<td>length</td>
<td>Period of time for which the server will save the data that it collects. You can modify this property on a vCenter Server only.</td>
</tr>
</tbody>
</table>
Table 16-10. PerfInterval Properties (Continued)

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>level</td>
<td>Level at which the Server collects data. The interval level corresponds to the performance counter level (PerfCounterInfo.level). The Server will collect data for all counters with levels that match PerfInterval.level, and for all counters with levels lower than PerfInterval.level. You can modify this property on a vCenter Server only.</td>
</tr>
<tr>
<td>enable</td>
<td>Enable/disable performance data collection. You can modify this property on a vCenter Server only.</td>
</tr>
<tr>
<td>key</td>
<td>Unique identifier for the interval. You cannot modify this property.</td>
</tr>
</tbody>
</table>
| name     | Label for the historical interval; one of the following strings:  
- “Past Day”  
- “Past Week”  
- “Past Month”  
- “Past Year”  
The PerformanceManager uses the samplingPeriod, level, and length properties to determine its collection behavior. It does not interpret the name string. You cannot modify this property. |

### ESXi Server Performance Intervals

An ESXi server collects performance data for each performance counter every 20 seconds. The PerformanceManager.historicalInterval array for an ESXi Server contains a single, readonly PerfInterval object that specifies rollup data collection every 5 minutes. You cannot retrieve 5-minute rollup data from an ESXi Server directly. You can use a vCenter Server connection to obtain 5-minute rollup data for an ESXi Server. The following table shows the historical interval property values on an ESXi server. You cannot modify this performance interval.

Table 16-9. Values of PerfInterval Data Object from an ESXi System

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>key</td>
<td>1</td>
<td>Numeric identifier for the PerfInterval.</td>
</tr>
<tr>
<td>name</td>
<td>PastDay</td>
<td>Name of the PerfInterval.</td>
</tr>
<tr>
<td>samplingPeriod</td>
<td>300</td>
<td>Time interval between data sampling events.</td>
</tr>
<tr>
<td>length</td>
<td>129600</td>
<td>Number of seconds that statistics associated with the interval are kept by the vCenter Server.</td>
</tr>
<tr>
<td>enabled</td>
<td>true</td>
<td>This PerfInterval is enabled on the system.</td>
</tr>
<tr>
<td>level</td>
<td>null</td>
<td>Statistics collection level. For an ESXi system, this property is null. The PerfInterval object on an ESXi system defines the baseline interval.</td>
</tr>
</tbody>
</table>

### vCenter Server Performance Intervals

A vCenter Server system aggregates performance data from all ESXi systems that it manages. The amount of data aggregated depends on the level setting configured for the vCenter Server. The level settings are reflected in the PerformanceManager.historicalInterval property for the vCenter Server system. historicalInterval is an array of PerfInterval data objects that define four different level settings, 1 through 4.

Table 16-10 lists the default values for the performance intervals on a vCenter Server system.

Table 16-10. Values of PerfInterval Data Objects from a vCenter Server System

<table>
<thead>
<tr>
<th>Key</th>
<th>Name</th>
<th>Sampling Period</th>
<th>Length</th>
<th>Enabled</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Past Day</td>
<td>300</td>
<td>86400</td>
<td>TRUE</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Past Week</td>
<td>1800</td>
<td>604800</td>
<td>TRUE</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>Past Month</td>
<td>7200</td>
<td>2592000</td>
<td>TRUE</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>Past Year</td>
<td>86400</td>
<td>3153600</td>
<td>TRUE</td>
<td>1</td>
</tr>
</tbody>
</table>
By default, the collection level is set to 1 for each of the four intervals. Using the default level, a vCenter Server will collect data for all performance counters that specify collection level 1. Using the default length value, a vCenter Server will save collection data for the following time periods:

- 5-minute samples for the past day
- 30-minute samples for the past week
- 2-hour samples for the past month
- 1-day samples for the past year

Data older than a year is purged from the vCenter Server database.

**vSphere Performance and Data Storage**

The following sections provide information about modifying the operation of the PerformanceManager and vSphere Server performance data collection and storage.

- “Modifying Historical Intervals” on page 194
- “Modifying Performance Counter Collection Levels” on page 194

**Modifying Historical Intervals**

Changes to a vCenter performance interval are global and apply to all entities in the system. VMware recommends that you do not modify the historical intervals. The PerfInterval data objects in the PerformanceManager.historicalInterval array are related. Modifications to a performance interval affects the entire system and may cause problems.

If you must modify a performance interval, use the PerformanceManager.UpdatePerfInterval method and follow these guidelines:

- Performance data retention time (PerfInterval.length) must be a multiple of the collection interval (PerfInterval.samplingPeriod).
- Performance data retention length must increase in each interval compared to its predecessor. The PerfInterval.length value for each successive performance interval must be greater than the length property for the previous interval in the historical interval array.
- You cannot modify the value of the PerfInterval.samplingPeriod property on ESXi systems.

**Modifying Performance Counter Collection Levels**

The PerformanceManager provides the UpdateCounterLevelMapping method to change the collection level for individual performance counters (PerfCounterInfo.level). Consider carefully the performance and storage consequences of using the UpdateCounterLevelMapping method. If you use this method, you may cause a significant increase in data collection and storage, along with a corresponding decrease in performance. vCenter Server performance and database storage requirements depend on the collection levels defined for the performance intervals (PerformanceManager.historicalInterval) and the collection levels specified for individual performance counters (PerfCounterInfo.level).

**Performance Counter Data Collection**

vSphere defines four levels of data collection for performance counters. Each performance counter specifies a level for collection. The historical performance intervals (PerformanceManager.historicalInterval) define the sampling period and length for a particular collection level.

The amount of data collected for a performance counter depends on the performance interval and on the type of entity for which the counter is defined. For example, a datastore counter such as datastoreIops (the aggregate number of IO operations on the datastore) will generate a data set that corresponds to the number of datastores on a host. If a vCenter Server manages a large number of hosts with a large number of datastores, the Server will collect a large amount of data.
There are other counters for which the vCenter Server collects a relatively smaller amount of data. For example, memory counters are collected as a single counter per virtual machine and a single counter per host.

**Performance Counter Data Storage**

The performance interval collection level (PerfInterval.level) defines the set of counters for which the vCenter Server stores performance data. The Server will store data for counters at the specified level and for counters at all lower levels.

By default, all the performance intervals specify collection level one. Using these defaults, the vCenter Server stores performance counter data in the vCenter database for all counters that specify collection level one. It does not store data for counters that specify collection levels two through four.

**Performance Manager Method Interaction**

You can use the UpdateCounterLevelMapping method to change the collection level for individual counters. You can also use the UpdatePerfLevel method to change the collection level for the system-defined performance intervals. These methods can cause a significant increase in the amount of data collected and stored in the vCenter database.

- By default the system-defined performance intervals use collection level one, storing data for all counters that specify collection level one. If you use the UpdateCounterLevelMapping method to change the collection level of performance counters to level one, you will increase the amount of stored performance data.

- If you use the UpdatePerfLevel method to increase the collection level for the system-defined performance intervals, you will increase the amount of stored performance data.

To restore counter levels to default settings use the ResetCounterLevelMapping method.

**vSphere Client Management of Performance Statistics**

The vSphere Client displays the Performance Manager historical interval collection levels in the vCenter management statistics display. The vSphere Client also displays an estimate of the amount of storage that is required for data collection at the displayed levels. If individual counter levels are modified through the vSphere API (the UpdateCounterLevelMapping method), the vSphere Client will show a modified estimate. However, the vSphere Client cannot detect that the method has been called and it cannot display the current levels for individual counters. If you see a significantly increased estimate for storage, be aware that someone may have used the vSphere API to modify data collection.

**Sample Code Reference**

Table 16-11 lists the sample applications included with the vSphere Web Services SDK that demonstrate some of the topics discussed in this chapter.

<table>
<thead>
<tr>
<th>Java</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basics.java</td>
<td>Basics\Basics.cs</td>
</tr>
<tr>
<td></td>
<td>Basics\Basics.csproj</td>
</tr>
<tr>
<td></td>
<td>Basics\Basics2008.csproj</td>
</tr>
<tr>
<td></td>
<td>Basics\Basics2010.csproj</td>
</tr>
<tr>
<td>History.java</td>
<td>History\History.cs</td>
</tr>
<tr>
<td></td>
<td>History\History.csproj</td>
</tr>
<tr>
<td></td>
<td>History\History2008.csproj</td>
</tr>
<tr>
<td></td>
<td>History\History2010.csproj</td>
</tr>
<tr>
<td>PrintCounters.java</td>
<td>PrintCounters\PrintCounters.cs</td>
</tr>
</tbody>
</table>
Table 16-11. PerformanceManager Sample Applications (Continued)

<table>
<thead>
<tr>
<th>Java</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>(SDK\vsphere-ws\java\JAX-WS\samples\com\vmware\performance)</td>
<td>(SDK\vsphere-ws\dotnet\cs\samples)</td>
</tr>
<tr>
<td>PrintCounters</td>
<td>PrintCounters.csproj</td>
</tr>
<tr>
<td>PrintCounters2008.csproj</td>
<td></td>
</tr>
<tr>
<td>PrintCounters2010.csproj</td>
<td></td>
</tr>
<tr>
<td>QueryMemoryOverhead</td>
<td>QueryMemoryOverhead.csproj</td>
</tr>
<tr>
<td>QueryMemoryOverhead2008.csproj</td>
<td></td>
</tr>
<tr>
<td>QueryMemoryOverhead2010.csproj</td>
<td></td>
</tr>
<tr>
<td>RealTime.java</td>
<td>RealTime.cs</td>
</tr>
<tr>
<td>RealTime.csproj</td>
<td></td>
</tr>
<tr>
<td>RealTime2008.csproj</td>
<td></td>
</tr>
<tr>
<td>RealTime2010.csproj</td>
<td></td>
</tr>
<tr>
<td>VIUsage.java</td>
<td></td>
</tr>
<tr>
<td>VIUsage.cs</td>
<td></td>
</tr>
</tbody>
</table>

VMware, Inc.
Diagnostics and Troubleshooting

vSphere includes several logs, which you can access and customize. You can also use the DiagnosticManager service interface for troubleshooting.

This appendix includes the following topics:
- “Troubleshooting Best Practices” on page 197
- “Overview of Configuration Files and Log Files” on page 198
- “Modifying the Log Level to Obtain Detailed Information” on page 200
- “Using DiagnosticManager” on page 201
- “Using the MOB to Explore the DiagnosticManager” on page 203
- “Generating Diagnostic Bundles” on page 204

Troubleshooting Best Practices

Approach troubleshooting and problem-solving systematically, and take notes so you can trace your steps. Follow these guidelines to resolve issues with your client application.

- Do not change more than one thing at a time, and document each change and its result. Try to isolate the problem: Does it seem to be local, to the client? An error message generated from the server? A network problem between client and server?
- Use the logging facilities for your programming language to capture runtime information for the client application. See the Log.cs sample application as an example.
  - C# client logging example: \SDK\vsphere-ws\dotnet\cs\samples\AppUtil\Log.cs
- Use the following VMware tools for analysis and to facilitate debugging.
  - **vSphere Web Services API.** The DiagnosticManager service interface allows you to obtain information from the server log files, and to create a diagnostic bundle that contains all system log files and all server configuration information. The vSphere Client and the MOB provide graphical and Web based access to the DiagnosticManager. PerformanceManager supports exploration of bottlenecks. See Chapter 16, “vSphere Performance,” on page 179.
  - **Managed Object Browser (MOB).** The MOB provides direct access to live runtime server-side objects. You can use the MOB to explore the object hierarchy, obtain property values, and invoke methods. See Appendix B, “Managed Object Browser,” on page 205.
  - **VMware vSphere Client GUI.** The vSphere Client allows you to examine log files for ESX/ESXi, vCenter Server, and virtual machines, and to change log level settings. Use vSphere Client menu commands to create reports that summarize configuration information, performance, and other details, and to export diagnostic bundles. The vSphere Client maintains its own local log files.
Overview of Configuration Files and Log Files

ESX/ESXi and vCenter Server configuration files control the behavior of the system. Most configuration file settings are set during installation, but can be modified after installation. Log files capture messages generated by the kernel and different subsystems and services. ESX/ESXi and vCenter Server services maintain separate log files. Table A-1 lists log files or reports, their locations and associated configuration files.

Table A-1. Server and System Logs

<table>
<thead>
<tr>
<th>Description</th>
<th>Log Location</th>
<th>Filename or Names</th>
<th>Configuration File</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESX/ESXi service log</td>
<td>/var/log/vmware/</td>
<td>hostd.log [hostd-0.log, ...hostd-9.log]</td>
<td>config.xml</td>
</tr>
<tr>
<td>vCenter Server agent log</td>
<td>/var/log/vmware/vpx/</td>
<td>vpxa.log</td>
<td></td>
</tr>
<tr>
<td>Virtual machine kernel core file</td>
<td>/root/</td>
<td>vmkernel-core.&lt;date&gt;</td>
<td>syslog.conf, logrotate.conf, various other</td>
</tr>
<tr>
<td>syslogd log</td>
<td>/var/log/</td>
<td>messages [messages.1, ..., messages.4]</td>
<td>syslog.conf, logrotate.conf</td>
</tr>
<tr>
<td>Service console availability report</td>
<td>/var/log/</td>
<td>vmkernel [vmkernel.1, ... vmkernel.8]</td>
<td>syslog.conf, logrotate.conf</td>
</tr>
<tr>
<td>VMkernel messages, alerts, and availability reports</td>
<td>/var/log/vmkernel</td>
<td>vmkwarning [vmkwarning.1 ... 4 for history]</td>
<td>syslog.conf, logrotate.conf</td>
</tr>
<tr>
<td>VMkernel warning</td>
<td>/var/log/</td>
<td></td>
<td>syslog.conf, logrotate.conf</td>
</tr>
<tr>
<td>Virtual machine log file</td>
<td>vmfs/volume/&lt;vm_name&gt;</td>
<td>vmware.log</td>
<td>&lt;vm_name&gt;/&lt;vm_name&gt;.vmx</td>
</tr>
</tbody>
</table>

For developers, the following files are most relevant:

- `hostd.log` – Host daemon log, see “ESX/ESXi Log File” on page 198. Can be used as a SOAP monitor when set to trivia log level as in “Generating Logs” on page 201.
- `vpxa.log` – Agent log file found on each managed ESX/ESXi system.
- `vmware.log` – Virtual machine log. See “Virtual Machine Log Files” on page 199.

In addition to viewing log files in real time you can also generate reports and complete diagnostic bundles. See “Generating Diagnostic Bundles” on page 204.

ESX/ESXi Log File

The ESX/ESXi log (`hostd.log`) captures information of varying specificity and detail, depending on the log level. Each request to the server is logged. You can view the file using the vSphere Client. The raw text form of an ESX/ESXi (hostd) log file is shown in Example A-1.

Example A-1. Sample ESX/ESXi Log (hostd.log) Data

```
[2008-05-07 09:50:04.857 'ClientConnection' 2260 info] UFAD interface version is vmware-converter-4.0.0
[2008-05-07 09:50:04.872 'ProxySvc Req00588' 3136 trivia] Client HTTP stream read error
[2008-05-07 09:50:04.872 'ProxySvc Req00612' 3136 trivia] Request header: POST /vmc/sdk/HTTP/1.1
User-Agent: VMware-client
Content-Length: 435
Content-Type: text/xml; charset=utf-8
```
Virtual Machine Log Files

Each running virtual machine has its own log file, vmware.log, stored on the VMFS volume. By default, the log file is rotated whenever the virtual machine is powered on, but file rotation is configurable.

- ESXi/ESXi maintains six log files that rotate at each power-cycle (the default) or at a configured file size.
- ESXi/ESXi can be configured to maintain a specific number of log files. When the limit is reached, the oldest file is deleted.
- VMware recommends a log file size of 500 KB.
- Messages that are generated by VMware Tools are logged separately.

Example A-2. VMkernel Availability Report

Availability Report for <servername>
Feb 27, 2008 – May 7, 2008

Availability: 99.949%
- Total time: 69 days, 15 hours
- Uptime: 69 days, 14 hours
- Downtime: 51 minutes

Note: Downtime is any time the system isn’t capable of running Virtual Machines. This includes reboots, crashes, configuration and running linux

Downtime Analysis:
- 0.1% (51 minutes) downtime caused by:
  - 13.1% (6 minutes) scheduled downtime
  - 86.9% (44 minutes) unscheduled downtime

Reasons for scheduled downtime:
- 84.9% server rebooting (1 instance)
- 9.4% VMkernel unloaded (1 instance)
- 5.7% server booting (3 instances)

Reasons for unscheduled downtime:
- 100.0% unknown (powerfail / reset?) (1 instance)

Stats:
- Current uptime: 8 days, 11 hours
- Longest uptime: 61 days, 2 hours
- Shortest uptime: 38 minutes
- Average uptime: 23 days, 4 hours
- Longest downtime: 44 minutes
- Shortest downtime: 7 seconds
- Average downtime: 8 minutes
- Maximum VMs Sampled: 1
- Average VMs Sampled: 0.94

Server Information: Number of CPUs: 4 logical 4 cores
- 2 packages, Intel(R) Xeon(R) CPU 5150 @ 2.66GHz
- Installed Memory: 2096416 kB
- Current Build: 78591

Report generated Wed May 7 04:02:04 PDT 2008
vCenter Server Log Files

vCenter Server log files are located by default in the Documents and Settings subdirectory of the Windows account used to install the software. For example:

C:\Documents and Settings\Administrator\Local Settings\Application Data\VMware\

**IMPORTANT** VMware recommends creating a user account especially for vCenter Server installation.

By default, the log files are hidden files. See the procedure for your Windows operating system to make the files visible.

Modifying the Log Level to Obtain Detailed Information

The amount of information captured in the log files varies, depending on the level setting.

<table>
<thead>
<tr>
<th>Log Level Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>Disables logging.</td>
</tr>
<tr>
<td>Error</td>
<td>Logging limited to error messages.</td>
</tr>
<tr>
<td>Warning</td>
<td>Error messages plus warning messages are logged.</td>
</tr>
<tr>
<td>Info</td>
<td>Default setting on ESX/ESXi and vCenter Server systems. Errors, warnings, plus informational messages about normal operations are logged. Acceptable for production environments.</td>
</tr>
<tr>
<td>Verbose</td>
<td>Can facilitate troubleshooting and debugging. Not recommended for production environments.</td>
</tr>
<tr>
<td>Trivia</td>
<td>Extended verbose logging. Provides complete detail, including content of all SOAP messages between client and server. Use for debugging and to facilitate client application development only. Not recommended for production environments.</td>
</tr>
</tbody>
</table>

For example, the `hostd` service running on ESX/ESXi systems has a default log level setting of `info`. The vCenter Server logs are controlled by settings through the vSphere Client.

Setting the Log Level on ESX/ESXi Systems

The ESX/ESXi logs are controlled by a setting in the `config.xml` file, located in the `/etc/vmware/hostd` subdirectory of an ESX/ESXi system (Example A-3).

**Example A-3.** ESX/ESXi Config.xml File Excerpt Showing Default Log Level Setting

```xml
<config>
  <vmacore>
    <threadPool>
      <MaxFdsPerThread>2048</MaxFdsPerThread>
    </threadPool>
    <ssl>
      <doVersionCheck>false</doVersionCheck>
    </ssl>
    <vmdb>
      <maxConnectionCount>8</maxConnectionCount>
    </vmdb>
    <loadPlugins>true</loadPlugins>
  </vmacore>
  <vmdir>
    <workingDir>/var/log/vmware/</workingDir>
    <log>
      <directory>/var/log/vmware/</directory>
      <name>hostd</name>
      <outputToConsole>false</outputToConsole>
      <level>info</level>
    </log>
    ...  
  </config>
```
By default, the log level setting is info. If you run into issues during development, you can set the log level to verbose, or to trivia to obtain SOAP message content to use in debugging.

The following procedure is meant for an ESX system. On ESXi, use vsftpd to move the config.xml file to a server from which you can edit the file.

**To change the log level in config.xml for hostd on an ESX system**

1. Connect to the ESX system using putty or an other secure shell.
2. Open the config.xml file located at /etc/vmware/hostd
3. Change `<level>info</level>` to `<level>trivia</level>`, and save and close the file.
4. Navigate to the init.d directory and restart the host agent.
   ```
   cd /etc/init.d
   ./mgmt-vmware restart
   ```

After the service restarts, the new log level is in effect.

**Generating Logs**

If you are connected to ESX, you can use the tail command to explicitly create a log file that captures detail about actions that follow. For example, you can use the vSphere Client to create a new virtual machine and then use the content from the log as a model for how to create your own code.

**To start the logging process and capture content to a file**

1. Navigate to the location of the hostd.log file:
   ```
   cd /var/log/vmware
   ```
2. Run the tail command, passing a filename in which to capture output:
   ```
   tail -f hostd.log > yourfilenamehere
   ```
3. Use the vSphere Client to perform whatever action you are having difficulty modeling in your own code.
   For example, create a new virtual machine and stop the tail process with Ctrl-C when the operation completes.

The file contains the SOAP message content and other log messages sent and received by hostd during the execution.

**Setting the Log Level on vCenter Server Systems**

To change log-level settings on vCenter Server, you must use the vSphere Client.

**To set logging level for vCenter Server using the VMware vSphere Client**

1. Log in to the vSphere Client and connect to the vCenter Server instance.
2. Choose **Administration** and click **Server Settings > Logging Options**.
3. Choose **Trivia** from the pop-up menu and click **OK**.

**Using DiagnosticManager**

The vSphere API provides access to the DiagnosticManager, the service interface for obtaining information from the log files and for generating diagnostic bundles. The logs are populated based on configuration settings, such as info, trivia, and so on. See Table A-2, "Log Level Settings," on page 200.

The DiagnosticManager is a managed object that works service-wide, rather than on a per-session basis. The DiagnosticManager has no properties, but provides operations for these tasks:

- Obtaining information about the logs and how they have been defined.
- Generating a diagnostic bundle that can be sent to VMware support for analysis.
Figure A-1 shows a UML class diagram for DiagnosticManager, which is available on ESX/ESXi and vCenter Server systems.

**Figure A-1. DiagnosticManager Managed Object and Associated Data Objects**

As shown in Figure A-1, DiagnosticManager supports these methods:

- **BrowseDiagnosticLog**
- **GenerateLogBundleTask**
- **QueryDescriptions**

The DiagnosticManagerLogDescriptor.creator property contains the creator of the log, which is the system or subsystem that controls a specific log.

The creator value is populated from the DiagnosticManagerLogCreator enumeration. Table A-3 lists all string values currently available from the DiagnosticManagerLogCreator enumeration that can populate the creator property of the DiagnosticManagerLogDescriptor data object.

**Table A-3. DiagnosticManagerLogCreator Enumeration**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hostd</td>
<td>Host daemon</td>
</tr>
<tr>
<td>install</td>
<td>Installation</td>
</tr>
<tr>
<td>recordLog</td>
<td>System record log</td>
</tr>
<tr>
<td>serverd</td>
<td>Host server agent</td>
</tr>
<tr>
<td>vpxa</td>
<td>vSphere agent</td>
</tr>
<tr>
<td>vpxClient</td>
<td>vSphere Client</td>
</tr>
<tr>
<td>vpxd</td>
<td>vCenter service</td>
</tr>
</tbody>
</table>

**Table A-4. ESX/ESXi Sample DiagnosticManager Log Descriptor Values**

<table>
<thead>
<tr>
<th>Creator</th>
<th>File Name</th>
<th>Format</th>
<th>Info.label</th>
<th>Info.summary</th>
<th>Key</th>
<th>Mime Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>hostd</td>
<td>/var/log/vmware/hostd.log</td>
<td>plain</td>
<td>ESX Log</td>
<td>ESX log in plain format</td>
<td>hostd</td>
<td>text/plain</td>
</tr>
<tr>
<td>hostd</td>
<td>/var/log/messages</td>
<td>plain</td>
<td>ESX Log</td>
<td>ESX log in plain format</td>
<td>messages</td>
<td>text/plain</td>
</tr>
<tr>
<td>hostd</td>
<td>/var/log/vmkernel</td>
<td>plain</td>
<td>ESX Log</td>
<td>ESX log in plain format</td>
<td>vmkernel</td>
<td>text/plain</td>
</tr>
<tr>
<td>hostd</td>
<td>/var/log/vmksummary.txt</td>
<td>plain</td>
<td>ESX Log</td>
<td>ESX log in plain format</td>
<td>vmksummary</td>
<td>text/plain</td>
</tr>
</tbody>
</table>
Using the MOB to Explore the DiagnosticManager

You can access the DiagnosticManager using the MOB. See Appendix B, “Managed Object Browser,” on page 205.

To explore DiagnosticManager

1. Start the mob by typing the MOB URL (https://hostname.yourcompany.com/mob) into a Web browser.

2. In the ServiceContent data object, click the link (ha-diagnosticmanager or DiagMgr) in the Value column for the diagnosticManager property, to navigate to the DiagnosticManager for the system.
   - For ESX/ESXi, ha-diagnosticmanager is the managed object ID.
   - For vCenter Server, DiagMgr is typically the managed object ID.

3. Click the link to the reference to display the managed object reference to the DiagnosticManager in the MOB.

   DiagnosticManager provides three operations that allow you to obtain information about the descriptions currently available in the log file and log file content.

   Because DiagnosticManager can track multiple ESX/ESXi systems, you can use the QueryDescriptions operation to return the names of keys used for all hosts. From this array, select the key for the host from which you want to obtain the log file.

4. On QueryDescriptions, click the Invoke Method link.

   The vCenter Server system returns the contents of the log file for the selected host as a string array for the lineText property of DiagnosticManagerLogHeader.

   The string array returned through the MOB in this way is the content of the log file. The content contained in the log file is the same content that is available through the following other mechanisms:
   - Displayed in the vSphere Client
   - Included in a diagnostic bundle created through the DiagnosticManager.GenerateLogBundles_Task method.
   - Available in the hostd.log file
   - Returned to a client application that you write
Generating Diagnostic Bundles

Typically, customers create diagnostic bundles at the request of VMware technical support. Diagnostic bundles also allow developers to quickly obtain all configuration files and log files in a complete package.

The generated compressed files are packaged in a file having the following pattern:

<fqdn-hostname>-esxsupport-yyyy-mm-dd@hh-mm-ss.tgz

To export diagnostic data using the vSphere Client

1. Start the vSphere Client and connect to the ESX/ESXi or vCenter Server system.
2. Select Administration > Export Diagnostic Data.
   - For vCenter Server systems, you can filter for specific hosts whose logs you want to export and the location for storing the log files.
   - For ESX/ESXi host systems, you can specify the location for the bundle.
3. Click OK.

To use the command line to collect ESX log files

1. Use putty or an other SSH tool to connect to the service console. On ESXi systems, use the unsupported shell if VMware Technical Support requests that you use it.
2. Navigate to the /usr/bin subdirectory.
3. Run the vm-support script:

   /usr/bin/vm-support

This script collects all relevant ESX system log files, configuration files, and other server details into a compressed file (the diagnostic bundle) whose name includes the date and time.

See “Managing Diagnostic Partitions” on page 100 for information about setting up your system for core dumps.
The Managed Object Browser (MOB) is a graphical interface that allows you to navigate the objects on a server and to invoke methods. Any changes you make through the MOB take effect on the server.

This appendix explains how to use the MOB. The examples invoke PerformanceManager query methods to demonstrate how to pass primitive data types, arrays, and complex data types (data objects, including managed object references) using the MOB.

The appendix includes the following topics:

- “Using the MOB to Explore the Object Model” on page 205
- “Using the MOB to Invoke Methods” on page 206

Using the MOB to Explore the Object Model

The Managed Object Browser, or MOB, is a Web-based server application available for all ESX/ESXi and vCenter Server systems. The MOB lets you examine the objects that exist on the server and navigate through the hierarchy of live objects by clicking on links. The MOB populates the browser with actual runtime information, for example, the names of properties.

CAUTION Despite the word “browser” in its name, the MOB is not a read-only mechanism. The MOB allows you to make changes on the server by clicking the InvokeMethod link associated with methods.

Accessing the MOB

The MOB runs in a web browser and is accessed by using the fully-qualified domain name or IP address for the ESX/ESXi or vCenter Server system.

To access the MOB

1. Start a Web browser.
2. Enter the fully-qualified domain name (or the IP address) for the ESX/ESXi or vCenter Server system:
   https://hostname.yourcompany.com/mob
3. Enter the user account and password for the system.

   If warning messages regarding the SSL certificate appear, you can disregard them and continue to log in to the MOB, if VMware is the certificate authority and you are not in a production environment.

The MOB reveals the underlying structures of the object model. Seeing the structure in conjunction with the API Reference Guide, can help with understanding the model.
Using the MOB to Navigate the VMware Infrastructure Object Model

Upon successful connection to the MOB, the browser displays the managed object reference for ServiceInstance (see Figure B-1). Client applications do not use managed objects directly, but interact with server-side managed objects by reference, using instances of the ManagedObjectReference data created for this purpose.

The page lists the properties and methods available through a ServiceInstance object. The ServiceInstance methods and properties provide access to the entire set of services and inventory objects available on the server. See Chapter 4, “Datacenter Inventory,” on page 39.

Figure B-1. Managed Object Browser Connected to a VirtualCenter Server System

The MOB lets you examine the relationships among objects by looking at the properties and their values, and then drilling down into the objects. To explore the objects on the server, click the links in the Value column to navigate to the page that displays the object.

For example, to find out more about ServiceContent, click the content link to display the ServiceContent data object instance.

Using the MOB to Invoke Methods

You can use the MOB to invoke methods as follows:

1. In the display of the object in which the method lives, click the name of the method.

   A browser window displays information about the parameter name and type and allows you to specify parameter values.

2. Specify parameter values, using the method appropriate for the type, and click Invoke Method.

   The rest of this section discusses how to pass different types of parameters to the MOB.

Passing Primitive Datatypes to Method

vSphere Web Services SDK data types are defined in the WSDL using XML Schema markup. The primitive data types are specified using the xsd namespace. For example, a string value for a property is defined as data type xsd:string. Enter a primitive value in the MOB as plain text, without quotation marks or other markup. For example, to enter an integer value of 10, type 10 in the field.

To obtain information about the available performance counters at level 4 on the server, enter a 4 in the level field of the PerformanceManager.QueryPerfCounterByLevel method. (This method is available only on the vCenter Server PerformanceManager API, not from an ESX/ESXi system.)
In response to the query, the array of PerfCounterInfo data objects and nested objects, with populated values from the server, displays in the Web browser.

Passing Arrays of Primitives to Methods

For an array, use the name of the parameter as the name of the property. For example, the PerformanceManager.QueryPerfCounter method requires an array of integers for the counterId parameter, as follows:

<counterId>58</counterId><counterId>65603</counterId><counterId>65604</counterId>

Even if you want to submit a single value for a single array element, you must wrap the parameter name around the value in this way.

Passing Complex Structures to Methods

For complex datatypes, enter the value as defined by the XML Schema in the WSDL. You can obtain the WSDL definition from the vSphere API Reference using the Show WSDL type definition links. Each data object type has an associated link.

Simple Content

The data object type ManagedObjectReference is one of the most commonly required parameters to be passed to the server. For example, the MOB for the PerformanceManager.QueryPerfProviderSummary method shows that the method requires a single parameter, the managed object reference (an instance of ManagedObjectReference) of the entity for which you want to obtain the PerfProviderSummary object.

Using the vSphere API Reference for ManagedObjectReference type, you can obtain the schema information from the Show WSDL type definition link at the bottom of the documentation page for ManagedObjectReference.

Example B-1. XML Schema Definition of ManagedObjectReference Data Object

Example B-1 shows that a managed object reference is defined as a <SimpleContent> element that consists of a string that specifies the attribute type with its associated value, also as string. Use this information to construct the appropriate structure by replacing type with the parameter name from the MOB, setting the value as needed, and submitting in the entry field of the MOB. (The value for the Datacenter is displayed in the MOB.)

<entity type="Datacenter">datacenter-21</entity>

Figure B-2 shows the result of using the definition listed in Example B-1 to specify the managed object reference for a target datacenter to the PerformanceManager.QueryPerfProviderSummary method.

Figure B-2. Using the MOB to Pass Complex Types to a Method

PerfProviderSummary QueryPerfProviderSummary
As another example, one of the parameters required by the `VirtualMachine.CloneVM_Task` method is a folder. In this case, the parameter is defined as a managed object reference to a specific Folder object. Using the same definition shown in Example B-1, the result is as follows:

```xml
<folder type="Folder">folder-87</folder>
```

Although both examples submit a `ManagedObjectReference` to the MOB, each is specific to the parameter name required by the method (entity type for `PerformanceManager.QueryPerfProviderSummary` method, folder type for the `VirtualMachine.CloneVM_Task` method).

### Complex Content

Many of the data objects required for method invocation consist of XML Schema elements defined as `<complexType>` that can encompass many other elements.

For example, the `PropertyCollector.CreateFilter` method has a `spec` parameter that must be defined before method invocation. The `spec` parameter is defined as an instance of a `PropertyFilterSpec`. Figure B-3 shows the relationships among several data objects that `PropertyFilterSpec` consists of.

**Figure B-3. PropertyFilterSpec and Associated Data Objects**

To submit complex data structures such as this to the MOB, start by navigating the vSphere API Reference. Find the `PropertyFilterSpec` data object. Find the `Show WSDL type definition` link, and click it to display the XML Schema definition (see Example B-2).

Example B-2 shows that the `PropertyFilterSpec` data object is a `<complexType>` element that extends the `DynamicData` class with a sequence of two additional properties `propSet` (of type `PropertySpec`) and `objectSet` (of type `ObjectSpec`).

**Example B-2. XML Schema Definition of PropertyFilterSpec Data Object Type**

```xml
<complexType xmlns="http://www.w3.org/2001/XMLSchema" xmlns:vim25="urn:vim25"
               name="PropertyFilterSpec">
  <complexContent>
    <extension base="vim25:DynamicData">
      <sequence>
        <element name="propSet" type="vim25:PropertySpec" maxOccurs="unbounded"/>
        <element name="objectSet" type="vim25:ObjectSpec" maxOccurs="unbounded"/>
      </sequence>
    </extension>
  </complexContent>
</complexType>
```
Because both elements are defined as a sequence, they must exist in the order listed. To obtain the definitions of propSet and objectSet, you must navigate further into the vSphere API Reference. Example B-3 shows only the relevant parts of the XML Schema definition for PropertySpec. The minOccurs="0" attribute means that the element does not have to exist. The maxOccurs="unbounded" attribute means that the element can be populated as an array of any size. (When minOccurs is not set, but maxOccurs is set, the default for minOccurs defaults to 1, meaning one instance is required.)

**Example B-3.** XML Schema Extract for PropertySpec

```xml
<sequence>
  <element name="type" type="xsd:string"/>
  <element name="all" type="xsd:boolean" minOccurs="0"/>
  <element name="pathSet" type="xsd:string" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
```

Navigate through the vSphere API Reference to the objectSet definition. Example B-4 shows the excerpt.

**Example B-4.** ObjectSpec Definition as XML Schema

...<sequence>
  <element name="obj" type="vim25:ManagedObjectReference"/>
  <element name="skip" type="xsd:boolean" minOccurs="0"/>
  <element name="selectSet" type="vim25:SelectionSpec" minOccurs="0" maxOccurs="unbounded"/>
</sequence>...

Extrapolating from the WSDL definitions shown in Example B-2, Example B-3, and Example B-4 might produce results similar to those shown in Example B-5.

**Example B-5.** CreateFilter Spec Property Entry

```xml
<spec>
  <propSet>
    <type>VirtualMachine</type>
    <all>false</all>
    <pathSet>config.guestFullName</pathSet>
  </propSet>
  <objectSet>
    <obj type="Folder">group-v4</obj>
    <skip>true</skip>
  </objectSet>
</spec>
```

In this example, the <spec> element identifies the spec parameter of the CreateFilter method. The order of the element tags is as defined in the XML Schema for the property (Example B-2). The pathSet property defines the full path to the nested data object of interest. In Example B-5, the pathSet property defines the path to the guestFullName property of the target virtual machine. Figure B-4 shows the UML of these nested data objects.
All of these details are available in the vSphere API Reference. By examining the WSDL definition, you can construct the strings needed to submit parameters through the MOB. Table B-1 provides a brief summary of the steps involved when you use the MOB and the vSphere API Reference together.

### Table B-1. Comparison of Datatypes for MOB Usage

<table>
<thead>
<tr>
<th>Datatype</th>
<th>How to Input Values for Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primitive</td>
<td>Enter the value as plain text regardless of its data type (int, string, boolean). Do not use quotes or other markup.</td>
</tr>
<tr>
<td>Array</td>
<td>Use the name of the parameter as the name of the element, wrap the values in a series of opening and closing tags for each array element.</td>
</tr>
<tr>
<td>Complex</td>
<td>Obtain XML Schema format information from the vSphere API Reference for the type (from the Show WSDL type definition link). Use the schema definition to construct the sequence of tags around the value (or values) you want to pass to the MOB.</td>
</tr>
</tbody>
</table>
HTTP Access to vSphere Server Files

In most cases, client applications interact with vSphere servers by using the vSphere Web Services SDK, as explained in Chapter 2, “vSphere API Programming Model,” on page 17. In some cases, direct access to configuration files, log files, and other data on an ESX/ESXi or vCenter Server systems is more efficient. This appendix explains direct file access.

The appendix includes the following topics:

- “Introduction to HTTP Access” on page 211
- “URL Syntax for HTTP Access” on page 212

Introduction to HTTP Access

ESX/ESXi and vCenter Server systems support file access using HTTP and secure HTTP. You can use HTTP/HTTPS for the following kinds of access.

- Datastore access on ESX/ESXi and vCenter Server systems.
- ESX/ESXi configuration and log file access on ESX/ESXi systems.
- Update bundle access on ESX/ESXi systems.

You can use the HTTP methods GET, HEAD, PUT, and DELETE to access files. The URL of the HTTP/HTTPS request must contain an embedded keyword that specifies the type of access. Table C-1 shows the server access types with the corresponding URL keyword and HTTP methods.

<table>
<thead>
<tr>
<th>Server Access</th>
<th>URL Keyword</th>
<th>HTTP Method or Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Datastore folder</td>
<td>folder</td>
<td>GET, HEAD, PUT, DELETE</td>
</tr>
<tr>
<td>ESX/ESXi configuration</td>
<td>host</td>
<td>GET, HEAD, PUT</td>
</tr>
<tr>
<td>Update bundle</td>
<td>tmp</td>
<td>PUT</td>
</tr>
</tbody>
</table>

Use the PUT method to create new files or overwrite existing files. You can create a subdirectory by using a URL that is consistent with the supported top-level directories. You cannot create datastores or datacenters because the URL must refer to a valid datacenter or datastore.

You can use a Web browser to browse and download files. You cannot use a Web browser to post or delete files.
URL Syntax for HTTP Access

The URL specification in an HTTP request to a vSphere server includes one of the following keywords, which determines the type of access.

- **“Datastore Access (/folder)”** on page 212
- **“Host File Access (/host)”** on page 213
- **“Update Package Access (/tmp)”** on page 214

### Datastore Access (/folder)

An HTTP request for datastore access uses the following syntax:

```
http-method http[s]://server/folder[[/path]?dcPath=path[&dsName=name]]
```

- **http-method** One of the methods GET, HEAD, PUT, or DELETE.
- **http:// or https://** Access protocol (standard access or secure access).
- **server** ESX/ESXi or vCenter Server target system. The server value can be an IP address or a DNS name.
- **/folder** Specifies datastore access on an ESX/ESXi or vCenter Server system. The datastore URL can include the following optional elements:
  - **path** – Path to a file or directory in the datastore, relative to the root of the datastore.
  - **dcPath** – Inventory path to a datacenter. Specify the datacenter path as a name-value pair in the request. For a datacenter named Datacenter located in the root folder, the dcPath value is MyDatacenter. For a datacenter named YourDatacenter located in the folder NorthAmerica which is located in the root folder, the dcPath value is NorthAmerica/YourDatacenter.
  - **dsName** – Datastore associated with the datacenter. Specify the datastore name as a name-value pair in the request.

The following examples illustrate the syntax. If the target server is an ESX/ESXi system, dcPath=DCPATH& is optional and defaults to dcPath=ha-datacenter.

<table>
<thead>
<tr>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>/folder</td>
<td>Directory listing of known datacenters on this server.</td>
</tr>
<tr>
<td>/folder?dcPath=path</td>
<td>Directory listing of all datastores available at the specified datacenter.</td>
</tr>
<tr>
<td>/folder?dcPath=path&amp;dsName=name</td>
<td>Top-level directory listing of the datastore.</td>
</tr>
<tr>
<td>/folder/path?dcPath=path&amp;dsName=name</td>
<td>Directory listing of all files in a datastore directory.</td>
</tr>
<tr>
<td>/folder/path/disk-flat.vmdk?dcPath=path&amp;dsName=name</td>
<td>Access individual files.</td>
</tr>
</tbody>
</table>
Host File Access (/host)

An HTTP request for access to ESX/ESXi configuration files uses the following syntax:

GET http[s]://my_system/host
http-method http[s]://my_system/host/file

<table>
<thead>
<tr>
<th>Syntax Element</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>http-method</td>
<td>One of GET, HEAD, or PUT, depending on the type of configuration file (see Table C-2).</td>
</tr>
<tr>
<td>http:// or https://</td>
<td>Access protocol (standard access or secure access).</td>
</tr>
<tr>
<td>esx-server</td>
<td>IP address or a DNS name.</td>
</tr>
<tr>
<td>/host</td>
<td>List of configuration files that you can access. (Use /host to retrieve the list.)</td>
</tr>
<tr>
<td>/host/file</td>
<td>A specific ESX/ESXi configuration file.</td>
</tr>
</tbody>
</table>

Table C-2 shows ESX host configuration files and the corresponding HTTP/HTTPS methods for access. The set of files might change from version to version.

Table C-2. HTTP Host Access (/host URL)

<table>
<thead>
<tr>
<th>Configuration File</th>
<th>HTTP Access Method(s)</th>
<th>Configuration File</th>
<th>HTTP Access Method(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>hostAgentConfig.xml</td>
<td>GET, HEAD, PUT</td>
<td>ipmi0_sel.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>sfcb.cfg</td>
<td>GET, HEAD, PUT</td>
<td>ipmi0_sel</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>openwsman.conf</td>
<td>GET, HEAD, PUT</td>
<td>ipmi0_sdr_content.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>license.cfg</td>
<td>GET, HEAD, PUT</td>
<td>ipmi0_sdr_header.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>vmware.lic</td>
<td>GET, HEAD, PUT</td>
<td>ipmi0_sensor_readings.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>vmware_config</td>
<td>GET, HEAD, PUT</td>
<td>ipmi1_sel.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>vmware_configrules</td>
<td>GET, HEAD, PUT</td>
<td>ipmi1_sel</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>proxy.xml</td>
<td>GET, HEAD, PUT</td>
<td>ipmi1_sdr_content.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>snmp.xml</td>
<td>GET, HEAD, PUT</td>
<td>ipmi1_sdr_header.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>syslog.conf</td>
<td>GET, HEAD, PUT</td>
<td>ipmi1_sensor_readings.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>ssl_cert</td>
<td>GET, HEAD, PUT</td>
<td>ipmi2_sel.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>ssl_key</td>
<td>PUT</td>
<td>ipmi2_sel</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>hosts</td>
<td>GET, HEAD, PUT</td>
<td>ipmi2_sdr_content.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>motd</td>
<td>GET, HEAD, PUT</td>
<td>ipmi2_sdr_header.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>vpxa.cfg</td>
<td>GET, HEAD, PUT</td>
<td>ipmi2_sensor_readings.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>esx.conf</td>
<td>GET, HEAD, PUT</td>
<td>ipmi3_sel.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>config.log</td>
<td>GET, HEAD</td>
<td>ipmi3_sel</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>messages</td>
<td>GET, HEAD</td>
<td>ipmi3_sdr_content.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>hostd.log</td>
<td>GET, HEAD</td>
<td>ipmi3_sdr_header.raw</td>
<td>GET, HEAD</td>
</tr>
<tr>
<td>vpxa.log</td>
<td>GET, HEAD</td>
<td>ipmi3_sensor_readings.raw</td>
<td>GET, HEAD</td>
</tr>
</tbody>
</table>
Update Package Access (/tmp)

An HTTP request for update package access uses the following syntax:

```plaintext
PUT http[s]://esx-server/tmp/file-path
```

- `esx-server` IP address or a DNS name.
- `/tmp/file-path` Target file on an ESX/ESXi system.

Privilege Requirements for HTTP Access

HTTP access to a vSphere file is access to a datastore object that is associated with the folder structure in the vSphere inventory. HTTP access requires the same privileges needed to obtain these files using any other mechanism, such as the vSphere Client. Table C-3 shows the required privileges.

**Table C-3. Privileges Required for HTTP Access Datastore Objects**

<table>
<thead>
<tr>
<th>Object Associated with File</th>
<th>Portion of URL</th>
<th>Required Privileges</th>
</tr>
</thead>
<tbody>
<tr>
<td>Root folder</td>
<td>/folder</td>
<td>System.View</td>
</tr>
<tr>
<td>Datacenter</td>
<td>?dcPath</td>
<td>Datastore.Browse</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Datastore.FileManagement</td>
</tr>
<tr>
<td>Datastore</td>
<td>&amp;dsName</td>
<td>Datastore.Browse</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Datastore.FileManagement</td>
</tr>
<tr>
<td>Host</td>
<td>/host</td>
<td>Host.Config.AdvancedConfig</td>
</tr>
<tr>
<td></td>
<td>/tmp/</td>
<td>Host.Config.SystemManagement</td>
</tr>
</tbody>
</table>
Privileges Reference

VMware vSphere components are secured through a system of privileges, roles, and permissions (see Chapter 6, “Authentication and Authorization,” on page 71 for more information). This appendix lists privileges required to perform various operations, and privileges required to read properties.

The appendix includes the following topics:
- “Privileges Required to Invoke Operations” on page 215
- “Privileges Required to Read Properties” on page 223
- “Privileges Defined for the Administrator Role” on page 224

Privileges Required to Invoke Operations

By default, all users who are members of the Windows Administrators group on the vCenter Server system have the same access rights as a user assigned to the Administrator role on all objects. When connecting directly to an ESX/ESXi host, the root and vpxuser user accounts have the same access rights as any user assigned the Administrator role on all objects.

All other users initially have no permissions on any objects, which means they cannot view these objects or perform operations on them. A user with Administrator privileges must assign permissions to these users to allow them to perform tasks.

Table D-1 lists the privileges required to perform various operations. (For privileges identified as dynamic, see the vSphere API Reference.) Operations can be supported by vCenter Server, ESX/ESXi, or both, as shown in Table D-1.

**IMPORTANT** The information does not include operations new in ESX/ESXi 4.1.

<table>
<thead>
<tr>
<th>Operation</th>
<th>Privilege</th>
<th>VS</th>
<th>ESX/ESXi</th>
</tr>
</thead>
<tbody>
<tr>
<td>AcquireLocalTicket</td>
<td>System.Anonymous</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddAuthorizationRole</td>
<td>Authorization.ModifyRoles</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddCustomFieldDef</td>
<td>Global.ManageCustomFields</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>AddHost_Task</td>
<td>Host.Inventory.AddHostToCluster</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>AddInternetScsiSendTargets</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddInternetScsiStaticTargets</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddPortGroup</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddServiceConsoleVirtualNic</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddStandaloneHost_Task</td>
<td>Host.Inventory.AddStandaloneHost</td>
<td>X</td>
<td></td>
</tr>
</tbody>
</table>
Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Privilege</th>
<th>VS</th>
<th>ESX/ESXi</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddVirtualNic</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AddVirtualSwitch</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AnswerVM</td>
<td>VirtualMachine.Interact.AnswerQuestion</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ApplyRecommendition</td>
<td>Resource.ApplyRecommendation</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>AssignUserToGroup</td>
<td>Host.Local.ManageUserGroups</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AttachVmfsExtent</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AutoStartPowerOff</td>
<td>Host.Config.AutoStart</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>AutoStartPowerOn</td>
<td>Host.Config.AutoStart</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>BrowseDiagnosticLog</td>
<td>Global.Diagnostics</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>CancelTask</td>
<td>Global.CancelTask</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CancelWaitForUpdates</td>
<td>System.View</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>CheckCustomizationResources</td>
<td>System.View</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CheckCustomizationSpec</td>
<td>VirtualMachine.Provisioning.ModifyCustSpecs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CheckForUpdates</td>
<td>System.View</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>CheckIfMasterSnmpAgentRunning</td>
<td>Host.Config.Snmp</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>CheckLicenseFeature</td>
<td>Global.Licenses</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>CloneVM_Task</td>
<td>NONE.</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Privileges are required on the virtual machine being cloned and depend on whether the virtual machine is a template. See CloneVM_Task in the vSphere API Reference for specific privileges. You need the VirtualMachine.Inventory.Create privilege on the folder where the new virtual machine is located.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ComputeDiskPartitionInfo</td>
<td>Host.Config.Storage</td>
<td>X</td>
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<td>FindByUuid</td>
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### Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

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<td>GetAlarm</td>
<td>System.View</td>
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<td>GetAlarmState</td>
<td>NONE System.Read is required on the entity</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>associated with the alarm.</td>
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<td>JoinDomainTask</td>
<td>Host.Config.AuthenticationStore</td>
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<td>System.Anonymous</td>
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<td>System.View</td>
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<td>associated with the event.</td>
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<td>assigned with the virtual machine.</td>
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<td>Authorization.ReassignRolePermissions</td>
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<td>Host.Inventory.MoveHost required on the host</td>
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<td>being moved.</td>
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<td>for which available performance metrics are</td>
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<td>QueryConnectionInfo</td>
<td>Host.Inventory.AddStandaloneHost</td>
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### Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

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### Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

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<td>Resource.ColdMigrate</td>
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<td>RemoveAllSnapshots_Task</td>
<td>VirtualMachine.State.RemoveSnapshot</td>
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<td>RemoveAuthorizationRole</td>
<td>Authorization.ModifyRoles</td>
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<tr>
<td>RemoveVirtualSwitch</td>
<td>Host.Config.Network</td>
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<tr>
<td>Rename_Task</td>
<td>See Rename_Task in the vSphere API Reference.</td>
<td>X</td>
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<tr>
<td>RenameCustomFieldDef</td>
<td>Global.ManageCustomFields</td>
<td>X</td>
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<tr>
<td>RenameCustomizationSpec</td>
<td>VirtualMachine.Provisioning.ModifyCustSpecs</td>
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<tr>
<td>RenameDatastore</td>
<td>Datacenter.RenameDatastore</td>
<td>X</td>
<td>X</td>
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<tr>
<td>RenameSnapshot</td>
<td>VirtualMachine.State.RenameSnapshot</td>
<td>X</td>
<td>All but ESX 2.x</td>
</tr>
<tr>
<td>RenewLease</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RescanAllHba</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RescanHba</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RescanVmfs</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>ResetCollector</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ResetEntityPermissions</td>
<td>NONE Authorization.ModifyPermissions privilege is required on the entity associated with the permission and the entity's parent.</td>
<td>X</td>
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<tr>
<td>RestartMasterSnmpAgent</td>
<td>Host.Config.Snmp</td>
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### Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Privilege</th>
<th>VS</th>
<th>ESX/ESXi</th>
</tr>
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<tbody>
<tr>
<td>RestartService</td>
<td>Host.Config.NetService</td>
<td>X</td>
<td>X</td>
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<tr>
<td>RestartServiceConsoleVirtualNic</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveAllPermissions</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
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<tr>
<td>RetrieveDiskPartitionInfo</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveEntityPermissions</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
</tr>
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<td>RetrieveEntityScheduledTask</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveProperties</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveRolePermissions</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveServiceContent</td>
<td>System.Anonymous</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RetrieveUserGroups</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RevertToCurrentSnapshot_Task</td>
<td>VirtualMachine.State.RevertToSnapshot</td>
<td>X</td>
<td>On all but ESX 2.x</td>
</tr>
<tr>
<td>RewindCollector</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>RunScheduledTask</td>
<td>ScheduledTask.Run</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>SearchDatastore_Task</td>
<td>Datastore.Browse</td>
<td>X</td>
<td>X</td>
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<tr>
<td>SearchDatastoreSubFolders_Task</td>
<td>Datastore.Browse</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SelectActivePartition</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>SelectVnic</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
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<tr>
<td>SetCollectorPageSize</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
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<td>SetEntityPermissions</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
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<td>SetField</td>
<td>NONE</td>
<td>X</td>
<td>X</td>
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<tr>
<td>SetLicenseEdition</td>
<td>Global.Licenses</td>
<td>X</td>
<td>X</td>
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<tr>
<td>SetLocale</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>SetMultipathLunPolicy</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>ShutdownHost_Task</td>
<td>Host.Config.Maintenance</td>
<td>X</td>
<td>X</td>
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<tr>
<td>StandbyGuest</td>
<td>VirtualMachine.Interact.Suspend</td>
<td>X</td>
<td>X</td>
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<tr>
<td>StartService</td>
<td>Host.Config.NetService</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>StopMasterSnmpAgent</td>
<td>Host.Config.Snmp</td>
<td>X</td>
<td>X</td>
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<tr>
<td>StopServiceq</td>
<td>Host.Config.NetService</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>TerminateSession</td>
<td>Sessions.TerminateSession</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UnassignUserFromGroup</td>
<td>Host.Local.ManageUserGroups</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UninstallService</td>
<td>Host.Config.NetService</td>
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Table D-1. Privileges Required for vCenter Server and ESX/ESXi Operations (Continued)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Privilege</th>
<th>VS</th>
<th>ESX/ESXi</th>
</tr>
</thead>
<tbody>
<tr>
<td>UnregisterAndDestroy_Task</td>
<td>Folder.Delete</td>
<td>X</td>
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<tr>
<td></td>
<td>The privilege is also required on the parent</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>managed entity.</td>
<td></td>
<td></td>
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<tr>
<td>UnregisterVM</td>
<td>VirtualMachine.Inventory.Delete</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateAuthorizationRole</td>
<td>Authorization.ModifyRoles</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateChildResourceConfiguration</td>
<td>See UpdateChildResourceConfiguration in the</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td></td>
<td>vSphere API Reference.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>UpdateConfig</td>
<td>See UpdateConfig in the vSphere API Reference.</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateConsoleIpRouteConfig</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateDefaultPolicy</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateDiskPartitions</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateDnsConfig</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateInternetScsiAlias</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateInternetScsiAuthenticationProperties</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateInternetScsiDiscoveryProperties</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateInternetScsiIPProperties</td>
<td>Host.Config.Storage</td>
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<td>X</td>
</tr>
<tr>
<td>UpdateInternetScsiName</td>
<td>Host.Config.Storage</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateIpConfig</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateIpRouteConfig</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateNetworkConfig</td>
<td>Host.Config.Network</td>
<td>X</td>
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<tr>
<td>UpdateOptions</td>
<td>See UpdateOptions in the vSphere API Reference.</td>
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<td>UpdatePerfInterval</td>
<td>Performance.ModifyIntervals</td>
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<td>UpdatePhysicalNicLinkSpeed</td>
<td>Host.Config.Network</td>
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<td>UpdatePortGroup</td>
<td>Host.Config.Network</td>
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<td>X</td>
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<tr>
<td>UpdateServiceConsoleVirtualNic</td>
<td>Host.Config.Network</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>UpdateServiceMessage</td>
<td>Sessions.GlobalMessage</td>
<td>X</td>
<td>X</td>
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<tr>
<td>UpdateServicePolicy</td>
<td>Host.Config.NetService</td>
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<td>X</td>
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<td>UpdateSnmpConfig</td>
<td>Host.Config.Snmp</td>
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<tr>
<td>UpdateSoftwareInternetScsiEnabled</td>
<td>Host.Config.Storage</td>
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<td>UpdateSystemResources</td>
<td>Host.Config.Resources</td>
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<tr>
<td>UpdateUser</td>
<td>Host.Local.ManageUserGroups</td>
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<td>UpdateVirtualNic</td>
<td>Host.Config.Network</td>
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<td>UpdateVirtualSwitch</td>
<td>Host.Config.Network</td>
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<td>UpgradeVm_Task</td>
<td>VirtualMachine.Config.UpgradeVirtualHardware</td>
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<td>X</td>
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<td>UpgradeVmfs</td>
<td>Host.Config.Storage</td>
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<td>X</td>
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<td>UpgradeVmLayout</td>
<td>Host.Config.Storage</td>
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<td>See ValidateMigration in the vSphere API</td>
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<tr>
<td></td>
<td>Reference. Required on the target</td>
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<td></td>
</tr>
<tr>
<td></td>
<td>resource pool for the virtual machines.</td>
<td></td>
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<tr>
<td>WaitForUpdates</td>
<td>System.View</td>
<td>X</td>
<td>X</td>
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<tr>
<td>XmlToCustomizationSpecItem</td>
<td>System.View</td>
<td>X</td>
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</table>
Privileges Required to Read Properties

Table D-2 lists the privileges required to read specific managed object properties.

<table>
<thead>
<tr>
<th>Object</th>
<th>Property</th>
<th>Privilege</th>
</tr>
</thead>
<tbody>
<tr>
<td>AlarmManager</td>
<td>defaultExpression</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>description</td>
<td>System.View</td>
</tr>
<tr>
<td>AuthorizationManager</td>
<td>privilegeList</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>roleList</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>description</td>
<td>System.View</td>
</tr>
<tr>
<td>ComputeResource</td>
<td>resourcePool</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>host</td>
<td>System.View</td>
</tr>
<tr>
<td>CustomFieldsManager</td>
<td>field</td>
<td>System.View</td>
</tr>
<tr>
<td>CustomizationSpecManager</td>
<td>info</td>
<td>VirtualMachine.Provisioning.ReadCustSpecs</td>
</tr>
<tr>
<td></td>
<td>encryptionKey</td>
<td>System.View</td>
</tr>
<tr>
<td>Datacenter</td>
<td>vmFolder</td>
<td>System.View</td>
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<td></td>
<td>hostFolder</td>
<td>System.View</td>
</tr>
<tr>
<td>EventManager</td>
<td>description</td>
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<td></td>
<td>latestEvent</td>
<td>System.View</td>
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<td></td>
<td>maxCollector</td>
<td>System.View</td>
</tr>
<tr>
<td>Folder</td>
<td>childType</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>childEntity</td>
<td>System.View</td>
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<tr>
<td>HostCpuSchedulerSystem</td>
<td>hyperThread</td>
<td>Host.Config.HyperThreading</td>
</tr>
<tr>
<td>HostDiagnosticSystem</td>
<td>activePartition</td>
<td>Host.Config.Storage</td>
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<tr>
<td>HostFirewallSystem</td>
<td>firewallInfo</td>
<td>Host.Config.NetService</td>
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<tr>
<td>HostMemoryManagerSystem</td>
<td>consoleReservationInfo</td>
<td>Host.Config.Memory</td>
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<td>HostNetworkSystem</td>
<td>capabilities</td>
<td>Host.Config.Network</td>
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<td></td>
<td>networkConfig</td>
<td>Host.Config.Network</td>
</tr>
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<td></td>
<td>networkInfo</td>
<td>Host.Config.Network</td>
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<tr>
<td></td>
<td>offloadCapabilities</td>
<td>Host.Config.Network</td>
</tr>
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<td>HostPowerSystem</td>
<td>capability</td>
<td>Host.Config.Power</td>
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<td></td>
<td>info</td>
<td>Host.Config.Power</td>
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<td>HostServiceSystem</td>
<td>serviceInfo</td>
<td>Host.Config.NetService</td>
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<td>HostSnmpSystem</td>
<td>snmpConfig</td>
<td>Host.Config.Snmp</td>
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<td>HostStorageSystem</td>
<td>fileSystemVolumeInfo</td>
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<td>storageDeviceInfo</td>
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<td>HostVMotionSystem</td>
<td>netConfig</td>
<td>Host.Config.Network</td>
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<td></td>
<td>ipConfig</td>
<td>Host.Config.Network</td>
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<tr>
<td>LicenseManager</td>
<td>source</td>
<td>Global.Licenses</td>
</tr>
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<td></td>
<td>sourceAvailable</td>
<td>Global.Licenses</td>
</tr>
<tr>
<td></td>
<td>featureInfo</td>
<td>Global.Licenses</td>
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</tbody>
</table>
Privileges Defined for the Administrator Role

The Administrator role as defined on a vCenter Server 4.0 system contains all the privileges listed in Table D-3.

Table D-3. Privileges Granted to the Administrator Role

<table>
<thead>
<tr>
<th>Privilege</th>
<th>Privilege</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alarm.Acknowledge</td>
<td>Resource.AssignVAppToPool</td>
</tr>
<tr>
<td>Alarm.Create</td>
<td>Resource.AssignVMToPool</td>
</tr>
<tr>
<td>Alarm.Delete</td>
<td>Resource.ColdMigrate</td>
</tr>
<tr>
<td>Alarm.DisableActions</td>
<td>Resource.CreatePool</td>
</tr>
<tr>
<td>Alarm.Edit</td>
<td>Resource.DeletePool</td>
</tr>
<tr>
<td>Alarm.SetStatus</td>
<td>Resource.EditPool</td>
</tr>
<tr>
<td>Authorization.ModifyPermissions</td>
<td>Resource.HotMigrate</td>
</tr>
<tr>
<td>Authorization.ReassignRolePermissions</td>
<td>Resource.QueryVMotion</td>
</tr>
<tr>
<td>Datacenter.Create</td>
<td>Resource.RenamePool</td>
</tr>
<tr>
<td>Datacenter.Delete</td>
<td>ScheduledTask.Create</td>
</tr>
<tr>
<td>Datacenter.IpPoolConfig</td>
<td>ScheduledTask.Delete</td>
</tr>
<tr>
<td>Datacenter.Move</td>
<td>ScheduledTask.Edit</td>
</tr>
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</table>

Table D-2. Privileges Required for Reading Object Properties (Continued)

<table>
<thead>
<tr>
<th>Object</th>
<th>Property</th>
<th>Privilege</th>
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</thead>
<tbody>
<tr>
<td>ManagedEntity</td>
<td>parent</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>effectiveRole</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>name</td>
<td>System.View</td>
</tr>
<tr>
<td>PerformanceManager</td>
<td>description</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>historicalInterval</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>perfCounter</td>
<td>System.View</td>
</tr>
<tr>
<td>PropertyCollector</td>
<td>filter</td>
<td>System.View</td>
</tr>
<tr>
<td>ResourcePool</td>
<td>owner</td>
<td>System.View</td>
</tr>
<tr>
<td>ScheduledTaskManager</td>
<td>scheduledTask</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>description</td>
<td>System.View</td>
</tr>
<tr>
<td>ServiceInstance</td>
<td>serverClock</td>
<td>System.View</td>
</tr>
<tr>
<td></td>
<td>capability</td>
<td>System.View</td>
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<tr>
<td>SessionManager</td>
<td>sessions</td>
<td>Sessions.TerminateSession</td>
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<td></td>
<td>currentSession</td>
<td>System.Anonymous</td>
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<tr>
<td></td>
<td>message</td>
<td>System.View</td>
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<td></td>
<td>messageLocaleList</td>
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<td>supportedLocaleList</td>
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<td>description</td>
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<td></td>
<td>maxCollector</td>
<td>System.View</td>
</tr>
<tr>
<td>UserDirectory</td>
<td>domainList</td>
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### Table D-3. Privileges Granted to the Administrator Role (Continued)

<table>
<thead>
<tr>
<th>Privilege</th>
<th>Privilege</th>
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<tbody>
<tr>
<td>Datacenter.Rename</td>
<td>ScheduledTask.Run</td>
</tr>
<tr>
<td>Datastore.AllocateSpace</td>
<td>Sessions.GlobalMessage</td>
</tr>
<tr>
<td>Datastore.Browse</td>
<td>Sessions.ImpersonateUser</td>
</tr>
<tr>
<td>Datastore.Delete</td>
<td>Sessions.TerminateSession</td>
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<tr>
<td>Datastore.DeleteFile</td>
<td>Sessions.ValidateSession</td>
</tr>
<tr>
<td>Datastore.FileManagement</td>
<td>StorageViews.ConfigureService</td>
</tr>
<tr>
<td>Datastore.Move</td>
<td>StorageViews.View</td>
</tr>
<tr>
<td>Datastore.Rename</td>
<td>System.Anonymous</td>
</tr>
<tr>
<td>DVPortgroup.Create</td>
<td>System.Read</td>
</tr>
<tr>
<td>DVPortgroup.Delete</td>
<td>System.View</td>
</tr>
<tr>
<td>DVPortgroup.Modify</td>
<td>Task.Create</td>
</tr>
<tr>
<td>DVSwitch.Create</td>
<td>VApp.AssignVApp</td>
</tr>
<tr>
<td>DVSwitch.Delete</td>
<td>VApp.AssignVM</td>
</tr>
<tr>
<td>DVSwitch.HostOp</td>
<td>VApp.Clone</td>
</tr>
<tr>
<td>DVSwitch.Modify</td>
<td>VApp.Create</td>
</tr>
<tr>
<td>DVSwitch.Move</td>
<td>VApp.Delete</td>
</tr>
<tr>
<td>DVSwitch.PortConfig</td>
<td>VApp.ExtractOvfEnvironment</td>
</tr>
<tr>
<td>DVSwitch.PortSetting</td>
<td>VApp.Import</td>
</tr>
<tr>
<td>DVSwitch.Vspan</td>
<td>VApp.InstanceConfig</td>
</tr>
<tr>
<td>Extension.Register</td>
<td>VApp.Move</td>
</tr>
<tr>
<td>Extension.Unregister</td>
<td>VApp.PowerOff</td>
</tr>
<tr>
<td>Extension.Update</td>
<td>VApp.PowerOn</td>
</tr>
<tr>
<td>Folder.Create</td>
<td>VApp.Rename</td>
</tr>
<tr>
<td>Folder.Delete</td>
<td>VApp.ResourceConfig</td>
</tr>
<tr>
<td>Folder.Move</td>
<td>VirtualMachine.Config.AddExistingDisk</td>
</tr>
<tr>
<td>Privilege</td>
<td>Privilege</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------</td>
</tr>
<tr>
<td>Global.SetCustomField</td>
<td>VirtualMachine.Config.ResetGuestInfo</td>
</tr>
<tr>
<td>Host.Config.DateTime</td>
<td>VirtualMachine.Interact.CreateScreenshot</td>
</tr>
<tr>
<td>Host.Inventory.AddHostToCluster</td>
<td>VirtualMachine.Interact.Suspend</td>
</tr>
<tr>
<td>Host.Inventory.AddStandaloneHost</td>
<td>VirtualMachine.Interact.TerminateFaultTolerantVM</td>
</tr>
<tr>
<td>Host.Inventory.CreateCluster</td>
<td>VirtualMachine.Interact.ToolsInstall</td>
</tr>
<tr>
<td>Host.Inventory.DeleteCluster</td>
<td>VirtualMachine.Interact.TurnOffFaultTolerance</td>
</tr>
<tr>
<td>Host.Inventory.EditCluster</td>
<td>VirtualMachine.Inventory.Create</td>
</tr>
<tr>
<td>Host.Inventory.MoveCluster</td>
<td>VirtualMachine.Inventory.Delete</td>
</tr>
<tr>
<td>Host.Inventory.MoveHost</td>
<td>VirtualMachine.Inventory.Move</td>
</tr>
<tr>
<td>Host.Inventory.RemoveHostFromCluster</td>
<td>VirtualMachine.Provisioning.Clone</td>
</tr>
<tr>
<td>Host.Inventory.RenameCluster</td>
<td>VirtualMachine.Provisioning.CloneTemplate</td>
</tr>
<tr>
<td>Host.Local.CreateVM</td>
<td>VirtualMachine.Provisioning.CreateTemplateFromVM</td>
</tr>
<tr>
<td>Host.Local.InstallAgent</td>
<td>VirtualMachine.Provisioning.DeployTemplate</td>
</tr>
<tr>
<td>Network.Assign</td>
<td>VirtualMachine.Provisioning.GetVmFiles</td>
</tr>
<tr>
<td>Network.Delete</td>
<td>VirtualMachine.Provisioning.MarkAsVM</td>
</tr>
</tbody>
</table>
Table D-3. Privileges Granted to the Administrator Role (Continued)

<table>
<thead>
<tr>
<th>Privilege</th>
<th>Privilege</th>
</tr>
</thead>
<tbody>
<tr>
<td>Profile.Clear</td>
<td>VirtualMachine.Provisioning.PutVmFiles</td>
</tr>
<tr>
<td>Profile.Create</td>
<td>VirtualMachine.Provisioning.ReadCustSpecs</td>
</tr>
<tr>
<td>Profile.Delete</td>
<td>VirtualMachine.State.CreateSnapshot</td>
</tr>
<tr>
<td>Profile.Edit</td>
<td>VirtualMachine.State.RemoveSnapshot</td>
</tr>
<tr>
<td>Profile.View</td>
<td>VirtualMachine.State.RenameSnapshot</td>
</tr>
</tbody>
</table>
VMware vSphere Web Services SDK includes samples for both the Java and C# platforms. This appendix lists the available sample programs and provides some information about each program. Both the Java and C# samples have been re-compiled with JAX-WS bindings for this release, and they use JAX-WS credential store classes that allow you to ignore certificates when you connect to a server with the samples.

The information is presented in the following topics:
- “Java Sample Programs” on page 229
- “C# Sample Programs” on page 232

Java Sample Programs

For the 5.0 release, the helper applications have been removed from the Java samples, so that each sample can access the server using only the classes that are included with the vSphere Web Services SDK.

JAX-WS

When you download the SDK, you can find the java sample programs and related files in the following directories. The files with a "*" by their names are new for the vSphere 5.0 release.

- SDK\vsphere-ws\java\JAXWS\samples\com\vmware – Top-level directory for Java samples. Details listed in Table E-1.
- SDK\vsphere-ws\java\JAXWS\samples\com\vmware\security – Credential store utilities
- SDK\vsphere-ws\java\JAXWS\samples\com\vmware\vim25 – Stub directories. The vim25 directory contains stubs for VirtualCenter 2.5 and later, including vSphere 4.0 and later.
- SDK\vsphere-ws\java\JAXWS\samples\com\vmware\vm – samples written for a single vm

Table E-1. Java Sample Programs

<table>
<thead>
<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>alarm</td>
<td>VMPowerStateAlarm</td>
<td>Creates an alarm to monitor a virtual machine's power state.</td>
</tr>
<tr>
<td>events</td>
<td>EventFormat</td>
<td>Retrieves and formats the last event from the host daemon or vpxd. Includes a function that formats the event message.</td>
</tr>
<tr>
<td></td>
<td>EventHistoryCollectorMonitor</td>
<td>Demonstrates how to create and monitor an EventHistoryCollector. Uses the latestPage property of EventHistoryCollector to filter the events.</td>
</tr>
<tr>
<td>Directory</td>
<td>Example</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>---------</td>
<td>-------------</td>
</tr>
<tr>
<td>general</td>
<td>Browser</td>
<td>Prints all managed entities and for each entity its type, reference value, property name, property value, inner object type, inner reference value and inner property value.</td>
</tr>
<tr>
<td></td>
<td>Connect</td>
<td>Connects to an ESX/ESXi system or a vCenter Server system.</td>
</tr>
<tr>
<td></td>
<td>Create</td>
<td>Creates a managed entity such as a folder, datacenter, or cluster.</td>
</tr>
<tr>
<td></td>
<td>Delete</td>
<td>Deletes a managed entity from the inventory tree. The managed entity can be a virtual machine, a ClusterComputeResource, or a folder.</td>
</tr>
<tr>
<td></td>
<td>GetCurrentTime*</td>
<td>Retrieves the current time from the vSphere Server.</td>
</tr>
<tr>
<td></td>
<td>GetHostName*</td>
<td>Retrieves the hostname of the ESX Server.</td>
</tr>
<tr>
<td></td>
<td>GetUpdates</td>
<td>Demonstrates how to use the PropertyCollector to monitor one or more properties of one or more managed objects. In particular this sample monitors one or all virtual machines and all hosts or one host for changes to some basic properties.</td>
</tr>
<tr>
<td></td>
<td>LicenseManager</td>
<td>Demonstrates uses of the licensing API using License managed object reference.</td>
</tr>
<tr>
<td></td>
<td>Move</td>
<td>Moves a managed entity from its current location in the inventory to a new location in a specified folder.</td>
</tr>
<tr>
<td></td>
<td>PropertyCollector</td>
<td>Illustrates the use of the PropertyCollector API.</td>
</tr>
<tr>
<td></td>
<td>RemoveManagedObject</td>
<td>Destroys or unregisters a managed inventory object like a Host, VirtualMachine, or Folder.</td>
</tr>
<tr>
<td></td>
<td>Rename</td>
<td>Renames a managed entity object.</td>
</tr>
<tr>
<td></td>
<td>SearchIndex</td>
<td>Illustrates the use of the SearchIndex API.</td>
</tr>
<tr>
<td></td>
<td>SimpleClient</td>
<td>Connects to the server, logs in, lists the inventory contents (managed entities) at the console, and logs out.</td>
</tr>
<tr>
<td></td>
<td>TaskList</td>
<td>Displays a list of tasks performed on a specified managed object.</td>
</tr>
<tr>
<td>guest</td>
<td>CreateTemporaryFile*</td>
<td>Creates a temporary file inside a virtual machine.</td>
</tr>
<tr>
<td></td>
<td>DownloadGuestFile*</td>
<td>Downloads a file from the guest to a specified path on the host where the client is running.</td>
</tr>
<tr>
<td></td>
<td>UploadGuestFile*</td>
<td>Uploads a file from the client machine to a specified location inside the guest operating system.</td>
</tr>
<tr>
<td>host</td>
<td>AcquireSessionInfo*</td>
<td>Acquires a session with a vCenter Server or ESX host and prints a cim service ticket and related session information to a file.</td>
</tr>
<tr>
<td></td>
<td>AddVirtualNic</td>
<td>Adds a virtual NIC to a port group on a virtual switch an removes a virtual NIC from a port group.</td>
</tr>
<tr>
<td></td>
<td>RemoveVirtualNic</td>
<td>Adds a virtual switch to a host and removes a virtual switch from the host.</td>
</tr>
</tbody>
</table>
Table E-1. Java Sample Programs (Continued)

<table>
<thead>
<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddVirtualSwitchPortGroup</td>
<td>HostProfileManager*</td>
<td>Demonstrates the use of HostProfileManager and ProfileComplianceManager.</td>
</tr>
<tr>
<td>RemoveVirtualSwitchPortGroup</td>
<td>ovfmanager</td>
<td>Accesses vApp OVFManagerExportVAPP*.</td>
</tr>
<tr>
<td>httpfileaccess</td>
<td>GetVMFiles</td>
<td>Retrieves configuration files, snapshots files, log files, and virtual disk files of a virtual machine and places them on the system on which the program is run.</td>
</tr>
<tr>
<td>ColdMigration</td>
<td></td>
<td>Puts virtual machine files into a specified datacenter and datastore and registers and reconfigures the corresponding virtual machine.</td>
</tr>
<tr>
<td>performance</td>
<td>Basics</td>
<td>Displays available performance counters or other metadata for an ESX/ESXi host.</td>
</tr>
<tr>
<td></td>
<td>History</td>
<td>Reads performance measurements from the current time, or from a specified start time, for a specified duration.</td>
</tr>
<tr>
<td></td>
<td>PrintCounters</td>
<td>Writes the available counters of a managed entity into the specified file at the specified location. The managed entity can be a host system, a virtual machine, or a resource pool.</td>
</tr>
<tr>
<td></td>
<td>Realtime</td>
<td>Displays performance measurements from the current time at the console.</td>
</tr>
<tr>
<td></td>
<td>VItop</td>
<td>An ESXtop-like sample application that lets administrators specify the CPU and memory counters by name to obtain metrics for a specified host.</td>
</tr>
<tr>
<td></td>
<td>VIUsage</td>
<td>Creates a GUI for graphical representation of the counters.</td>
</tr>
<tr>
<td>scheduling</td>
<td>DeleteOneTimeScheduledTask</td>
<td>Demonstrates deleting a ScheduledTask.</td>
</tr>
<tr>
<td></td>
<td>OneTimeScheduledTask</td>
<td>Demonstrates creating a ScheduledTask using the ScheduledTaskManager.</td>
</tr>
<tr>
<td></td>
<td>WeeklyRecurrenceScheduledTasks</td>
<td>Demonstrates creating a weekly recurring scheduled task.</td>
</tr>
<tr>
<td>scsilun</td>
<td>SCSILunName</td>
<td>Displays the CanonicalName, Vendor, Model, Data, Namespace, and Namespaceld of the host’s SCSI LUN.</td>
</tr>
<tr>
<td>security</td>
<td>credstore Base64*</td>
<td>A fast, memory efficient class that encodes and decodes to and from BASE64 in full accordance with RFC 2045.</td>
</tr>
<tr>
<td></td>
<td>CredentialStore*</td>
<td>Creates an example credential store.</td>
</tr>
<tr>
<td></td>
<td>CredentialStoreAdmin*</td>
<td>A command-line tool that provides complete access to the credential store backing file on the local machine.</td>
</tr>
<tr>
<td></td>
<td>CredentialStoreFactory*</td>
<td>Factory class providing instances of a credential store.</td>
</tr>
<tr>
<td></td>
<td>CredentialStoreImpl*</td>
<td>Implementation class for CredentialStoreAdmin.</td>
</tr>
<tr>
<td></td>
<td>CredentialStoreObfuscate*</td>
<td>Converts the hostname string to lowercase, so that a uniform representation of the hostname is used to obfuscate and de-obfuscate the password.</td>
</tr>
<tr>
<td></td>
<td>CredentialStoreStorage*</td>
<td>This class provides the same functionality as FileInputStream except that the close() method is overridden so that FileInputStream class’ close() method does not get called.</td>
</tr>
<tr>
<td>simpleagent</td>
<td>SimpleAgent</td>
<td>Accesses the local credential store to obtain a single user account to log in to the specified server.</td>
</tr>
<tr>
<td></td>
<td>CreateUser*</td>
<td>Creates a user account and password and stores them in the local credential store.</td>
</tr>
<tr>
<td>vApp</td>
<td>OVFManagerExportVAPP*</td>
<td>Demonstrates the OvfManager by exporting VMDKs and OVF Descriptors of all VM’s in the vApps.</td>
</tr>
</tbody>
</table>
Table E-1. Java Sample Programs (Continued)

<table>
<thead>
<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OVFManagerExportVMDK*</td>
<td>Demonstrates how the OvfManager exports VMDKs from a VM to the localSystem.</td>
<td></td>
</tr>
<tr>
<td>OVFManagerImportLocal*</td>
<td>Use this class to import or deploy an OVF Appliance from a local drive.</td>
<td></td>
</tr>
<tr>
<td>OVFManagerImportVAppFromUrl*</td>
<td>Use this class to import or deploy an OVF Appliance from a specified URL.</td>
<td></td>
</tr>
<tr>
<td>vim25</td>
<td>This directory contains the .java files for the classes that make up the vSphere Web Services SDK.</td>
<td></td>
</tr>
<tr>
<td>vm</td>
<td>VMClone</td>
<td>Locates an existing virtual machine on the vCenter Server system, makes a template from this virtual machine, and deploys instances of the template onto a datacenter.</td>
</tr>
<tr>
<td></td>
<td>VMCreate</td>
<td>Creates a virtual machine. Different command-line input creates the virtual machine in different ways.</td>
</tr>
<tr>
<td></td>
<td>VMDeltaDisk</td>
<td>Creates a delta disk on top of an existing virtual disk in a virtual machine, and simultaneously removes the original disk using the reconfigure API. Use delta disks in conjunction with linked virtual machines.</td>
</tr>
<tr>
<td></td>
<td>VMLinkedClone</td>
<td>Creates a linked virtual machine from an existing snapshot.</td>
</tr>
<tr>
<td></td>
<td>VMotion</td>
<td>Checks whether migration with VMotion is feasible between two hosts. Performs the migration if the hosts are compatible.</td>
</tr>
<tr>
<td></td>
<td>VmPowerOps</td>
<td>Performs power operations on a virtual machine.</td>
</tr>
<tr>
<td></td>
<td>VmPromoteDisks</td>
<td>Consolidates a linked virtual machine by using the VirtualMachine.PromoteDisks method.</td>
</tr>
<tr>
<td></td>
<td>VmReconfig</td>
<td>Reconfigures a virtual machine. Includes reconfiguring the disk size and disk mode.</td>
</tr>
<tr>
<td></td>
<td>VmRelocate</td>
<td>Relocate a linked virtual machine using disk move type.</td>
</tr>
<tr>
<td></td>
<td>VmSnapshot</td>
<td>Performs virtual machine snapshot operations</td>
</tr>
</tbody>
</table>

Table E-2. C# (.Net) Sample Programs

<table>
<thead>
<tr>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddVirtualNic</td>
<td>Adds a virtual NIC to the ESX/ESXi system. First specifies a HostVirtualNicSpec, and then adds the NIC to the host.</td>
</tr>
<tr>
<td>AddVirtualSwitch</td>
<td>Adds a virtual switch to the ESX/ESXi system.</td>
</tr>
<tr>
<td>AddVirtualSwitchPortGroup</td>
<td>Adds a virtual port group to the ESX/ESXi system.</td>
</tr>
</tbody>
</table>
Table E-2. C# (.Net) Sample Programs (Continued)

<table>
<thead>
<tr>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppUtil</td>
<td>Contains the following utility applications:</td>
</tr>
<tr>
<td></td>
<td>- AppUtil – Utility application that drives the user input mechanism for other samples and includes some other utility functions.</td>
</tr>
<tr>
<td></td>
<td>- CertPolicy – Handles certification problems by displaying informational messages.</td>
</tr>
<tr>
<td></td>
<td>- ClientUtil – Client utilities related to prompting the user and logging. Used by AppUtil.</td>
</tr>
<tr>
<td></td>
<td>- Log – Logger to file or console.</td>
</tr>
<tr>
<td></td>
<td>- OptionSpec – Option parsing utility.</td>
</tr>
<tr>
<td></td>
<td>- ServiceUtils, ServiceUtilsV25 – Utilities for connecting to the server.</td>
</tr>
<tr>
<td></td>
<td>- VersionUtil – Utility that determines the name space and supported versions.</td>
</tr>
<tr>
<td></td>
<td>- VMUtils – Utility that sets values for a basic virtual machine. Some of the setup, such as adding a floppy disk drive, might not always be needed.</td>
</tr>
<tr>
<td>Basics</td>
<td>Uses the PerformanceManager for basic monitoring.</td>
</tr>
<tr>
<td>Browser</td>
<td>Retrieves the contents of the ServiceInstance starting at the root folder, and prints a listing of ManagedEntity objects. Optionally, obtains properties for a specific type, or by default, for ManagedEntity itself.</td>
</tr>
<tr>
<td>CIMInfo</td>
<td>CIMInfo versioning sample that retrieves the details of CIM_Fan like Activecooling, Caption, CommunicationStatus and so on.</td>
</tr>
<tr>
<td>Coldmigration</td>
<td>Migrates a powered off virtual machine from one host to another.</td>
</tr>
<tr>
<td>Connect</td>
<td>Simple example that logs in and logs out.</td>
</tr>
<tr>
<td>Create</td>
<td>Creates a Folder, Cluster, Datacenter or standalone host. Prompts the user for the item to create and where to put the item, for example, in a folder.</td>
</tr>
<tr>
<td>CreateUser</td>
<td>Creates a user. Specifies permissions for the user using the AuthorizationManager.</td>
</tr>
<tr>
<td>CredentialStorePSCmdLets</td>
<td>Multiple commandlets for managing the credential store.</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes a managed entity.</td>
</tr>
<tr>
<td>DeleteOneTimeScheduledTask</td>
<td>Extracts a task from scheduledTaskManager and deletes it. This sample is well commented and illustrates using the PropertyCollector. You can create the task using the OneTimeScheduledTask example.</td>
</tr>
<tr>
<td>DisplayNewProperties</td>
<td>Retrieves the specified set of properties for the given managed object reference into an array of result objects (returned in the same order as the property list)</td>
</tr>
<tr>
<td>DisplayNewPropertiesHost</td>
<td>Displays properties of an ESX/ESXi host. The properties displayed depend on the version of the host.</td>
</tr>
<tr>
<td>DisplayNewPropertiesVM</td>
<td>Displays a set of properties for a virtual machine. The properties displayed depend on the version of the software on the host.</td>
</tr>
<tr>
<td>EventFormat</td>
<td>Retrieves and formats the last event on the ESX/ESXi or vCenter Server system. Demonstrates event formatting.</td>
</tr>
<tr>
<td>EventHistoryCollectorMonitor</td>
<td>Creates an EventHistoryCollector and monitors the corresponding events.</td>
</tr>
<tr>
<td>GetUpdates</td>
<td>Retrieves updates for a virtual machine or an ESX/ESXi host.</td>
</tr>
<tr>
<td>GetVirtualDiskFiles</td>
<td>Retrieves the virtual disk files from a host's datastores.</td>
</tr>
<tr>
<td>GetVMFiles</td>
<td>Downloads the files in the virtual machine configuration directory as well as the files in the virtual machine snapshot, suspend, and log directories. Writes progress to the console.</td>
</tr>
<tr>
<td>History</td>
<td>Displays the performance measurements of a specified counter of a specified ESX/ESXi for a specified duration, or 20 minutes (default) at the console.</td>
</tr>
<tr>
<td>HostPowerOps</td>
<td>Performs reboot, shutdown, or suspend (power off to standby) operations on an ESX/ESXi system.</td>
</tr>
<tr>
<td>LicenseManager</td>
<td>Displays licensing information. The user can specify a license server.</td>
</tr>
<tr>
<td>Example</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MobStartPage</td>
<td>Includes a program, image files, and HTML files for displaying a Managed Object browser.</td>
</tr>
<tr>
<td>Move</td>
<td>Moves a managed entity from one folder to another.</td>
</tr>
<tr>
<td>OneTimeScheduledTask</td>
<td>Creates a ScheduledTask that powers off a virtual machine and schedules the task using a OnceTaskScheduler. You can delete the task using the DeleteOneTimeScheduledTask commandlet.</td>
</tr>
<tr>
<td>PrintCounters</td>
<td>Defines a printEntityCounters function that prints counters for a virtual machine, host, or resource pool.</td>
</tr>
<tr>
<td>PropertyCollector</td>
<td>Illustrates use of the PropertyCollector.</td>
</tr>
<tr>
<td>QueryMemoryOverhead</td>
<td>Illustrates use of the QueryMemoryOverhead method. The folder includes two examples, QueryMemoryOverheadV25 uses the currently valid QueryMemoryOverheadEx method, QueryMemoryOverhead uses the deprecated QueryMemoryOverhead method.</td>
</tr>
<tr>
<td>RealTime</td>
<td>Displays the current performance measurements of selected CPU counters of any specified virtual machine at the console.</td>
</tr>
<tr>
<td>RecordSession</td>
<td>Records a session and allows you to retrieve a specified set of properties for a specified managed object reference into an array of result objects.</td>
</tr>
<tr>
<td>RemoveManagedObject</td>
<td>Removes a host from a cluster or a virtual machine from a host. Handles errors, for example, if the host is not in a cluster, by printing that information to the command line.</td>
</tr>
<tr>
<td>RemoveVirtualNic</td>
<td>Removes a virtual NIC from the ESX/ESXi system.</td>
</tr>
<tr>
<td>RemoveVirtualSwitch</td>
<td>Removes a virtual switch from the ESX/ESXi system.</td>
</tr>
<tr>
<td>RemoveVirtualSwitchPortGroup</td>
<td>Removes a virtual port group from the ESX/ESXi system.</td>
</tr>
<tr>
<td>Rename</td>
<td>Renames a managed entity.</td>
</tr>
<tr>
<td>SCSILunName</td>
<td>Prints the virtual machine file system volumes on a specified SCSI LUN.</td>
</tr>
<tr>
<td>SearchIndex</td>
<td>Illustrates the use of the SearchIndex API.</td>
</tr>
<tr>
<td>SimpleClient</td>
<td>Demonstrates connecting to a service, logging on to service, obtaining service content, and logging out from the service.</td>
</tr>
<tr>
<td>SSPI</td>
<td>Illustrates how to use an SDK application with Microsoft SSPI.</td>
</tr>
<tr>
<td>SSPICIMClient</td>
<td>Illustrates how to use an CIM client application with Microsoft SSPI.</td>
</tr>
<tr>
<td>TaskList</td>
<td>Displays currently running tasks and their state.</td>
</tr>
<tr>
<td>VMClone</td>
<td>Clones a virtual machine.</td>
</tr>
<tr>
<td>VMCreate</td>
<td>Creates a virtual machine.</td>
</tr>
<tr>
<td>VMEventHistoryCollectorMonitor</td>
<td>Returns all events on the latest page on the EventHistoryCollector.</td>
</tr>
<tr>
<td>VMotion</td>
<td>Validates that migration with VMotion is feasible between two hosts, and performs the migration if the hosts are compatible.</td>
</tr>
<tr>
<td>VMPowerOps</td>
<td>Retrieves a reference to a virtual machine and invokes power operations specified on the command line on that virtual machine.</td>
</tr>
<tr>
<td>VMPowerStateAlarm</td>
<td>Creates an alarm that monitors virtual machine state and sends email if the virtual machine power is off. Includes error handling, for example, when the command is attempted with an ESX/ESXi host as a target.</td>
</tr>
<tr>
<td>VMReconfig</td>
<td>Reconfigures a virtual machine by changing its memory, cpu, disk, nic, or cd.</td>
</tr>
<tr>
<td>VMSnapshot</td>
<td>Performs snapshot operations such as create, revert to, remove, remove all, and so on.</td>
</tr>
<tr>
<td>WatchVM</td>
<td>Monitors updates on a virtual machine using the PropertyCollector.</td>
</tr>
<tr>
<td>WeeklyRecurrenceScheduledTask</td>
<td>Creates a task that reboots a virtual machine once a week.</td>
</tr>
</tbody>
</table>
Axis 4.1

- SDK\samples\Axis\java\com\vmware – Top-level directory for Java samples
- SDK\samples\Axis\java\com\vmware\apputils – Helper applications.
- SDK\samples\Axis\java\com\vmware\vim – Contains stubs for servers that precede VirtualCenter 2.5. The vim directory contains stubs for VirtualCenter 2.5 and later, including vSphere 4.0 and later.
- SDK\samples\Axis\java\com\vmware\vim\samples – Examples. Details listed in Table E-3.
- SDK\samples\Axis\java\com\vmware\security – Credential store utility
- SDK\samples\Axis\java\com\vmware\apputils – Contains APIs for properties, events, and objects.
- SDK\samples\Axis\java\com\vmware\vim25 – Stub directories.

Table E-3. Java Sample Programs

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<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>alarm</td>
<td>VMPowerStateAlarm</td>
<td>Creates an alarm to monitor a virtual machine’s power state.</td>
</tr>
<tr>
<td>ciminfo</td>
<td>CIMInfo</td>
<td>Includes functions for information retrieval, such as functions that create an association traversal filter, retrieve an instance of a specified CIM class, get a single instance of the class provided, and run the specified operation for that instance of the class.</td>
</tr>
<tr>
<td></td>
<td>CIMUtil</td>
<td>CIM utility functions, including a wrapper that provides an enumerator over all the instances of the specified class and some simpler wrappers.</td>
</tr>
<tr>
<td>events</td>
<td>EventFormat</td>
<td>Retrieves and formats the last event from the host daemon or vpxd. Includes a function that formats the event message.</td>
</tr>
<tr>
<td></td>
<td>EventHistoryCollectorMonitor</td>
<td>Demonstrates how to create and monitor an EventHistoryCollector. Uses the latestPage property of EventHistoryCollector to filter the events.</td>
</tr>
<tr>
<td></td>
<td>VMEventHistoryCollectorMonitor</td>
<td>Standalone client that demonstrates how to perform the following tasks: Logging into the web service. Creating EventHistoryCollector filtered for a single virtual machine. Monitoring events using the latestPage property of the EventHistoryCollector.</td>
</tr>
<tr>
<td>general</td>
<td>Browser</td>
<td>Prints all managed entities and for each entity its type, reference value, property name, property value, inner object type, inner reference value and inner property value.</td>
</tr>
<tr>
<td></td>
<td>Connect</td>
<td>Connects to an ESX/ESXi system or a vCenter Server system.</td>
</tr>
<tr>
<td></td>
<td>Create</td>
<td>Creates a managed entity such as a folder, datacenter, or cluster.</td>
</tr>
<tr>
<td></td>
<td>Delete</td>
<td>Deletes a managed entity from the inventory tree. The managed entity can be a virtual machine, a ClusterComputeResource, or a folder.</td>
</tr>
<tr>
<td></td>
<td>GetUpdates</td>
<td>Demonstrates how to use the PropertyCollector to monitor one or more properties of one or more managed objects. In particular this sample monitors one or all virtual machines and all hosts or one host for changes to some basic properties.</td>
</tr>
<tr>
<td></td>
<td>LicenseManager</td>
<td>Demonstrates uses of the licensing API using License managed object reference.</td>
</tr>
<tr>
<td></td>
<td>Move</td>
<td>Moves a managed entity from its current location in the inventory to a new location in a specified folder.</td>
</tr>
<tr>
<td></td>
<td>PropertyCollector</td>
<td>Illustrates the use of the PropertyCollector API.</td>
</tr>
<tr>
<td></td>
<td>RemoveManagedObject</td>
<td>Destroys or unregisters a managed inventory object like a Host, VirtualMachine, Folder, and so on.</td>
</tr>
<tr>
<td></td>
<td>Rename</td>
<td>Renames a managed entity object.</td>
</tr>
<tr>
<td></td>
<td>SearchIndex</td>
<td>Illustrates the use of the SearchIndex API.</td>
</tr>
</tbody>
</table>
### Table E-3. Java Sample Programs (Continued)

<table>
<thead>
<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>host</td>
<td>AddVirtualNic</td>
<td>Adds a virtual NIC to a port group on a virtual switch and removes a virtual NIC from a port group.</td>
</tr>
<tr>
<td></td>
<td>RemoveVirtualNic</td>
<td>Removes a virtual NIC from a port group.</td>
</tr>
<tr>
<td></td>
<td>AddVirtualSwitch</td>
<td>Adds a virtual switch to a host and removes a virtual switch from the host.</td>
</tr>
<tr>
<td></td>
<td>RemoveVirtualSwitch</td>
<td>Removes a virtual switch from a host.</td>
</tr>
<tr>
<td></td>
<td>AddVirtualSwitchPortGroup</td>
<td>Adds a port group to a virtual switch.</td>
</tr>
<tr>
<td></td>
<td>RemoveVirtualSwitchPortGroup</td>
<td>Removes a port group from a virtual switch.</td>
</tr>
<tr>
<td>httpfileaccess</td>
<td>GetVMFiles</td>
<td>Retrieves configuration files, snapshots files, log files, and virtual disk files of a virtual machine and places them on the system on which the program is run.</td>
</tr>
<tr>
<td>performance</td>
<td>Basics</td>
<td>Displays available performance counters or other metadata for an ESX/ESXi host.</td>
</tr>
<tr>
<td></td>
<td>History</td>
<td>Reads performance measurements from the current time, or from a specified start time, for a specified duration.</td>
</tr>
<tr>
<td></td>
<td>PrintCounters</td>
<td>Writes the available counters of a managed entity into the specified file at the specified location. The managed entity can be a host system, a virtual machine, or a resource pool.</td>
</tr>
<tr>
<td></td>
<td>Realtime</td>
<td>Displays performance measurements from the current time at the console.</td>
</tr>
<tr>
<td></td>
<td>VITop</td>
<td>An esxtop-like sample application that lets administrators specify the CPU and memory counters by name to obtain metrics for a specified host.</td>
</tr>
<tr>
<td></td>
<td>VIUsage</td>
<td>Creates a GUI for graphical representation of the counters.</td>
</tr>
<tr>
<td>scheduling</td>
<td>DeleteOneTimeScheduledTask</td>
<td>Demonstrates deleting a ScheduledTask.</td>
</tr>
<tr>
<td></td>
<td>OneTimeScheduledTask</td>
<td>Demonstrates creating a ScheduledTask using the ScheduledTaskManager.</td>
</tr>
<tr>
<td></td>
<td>WeeklyRecurrenceScheduledTask</td>
<td>Demonstrates creating a weekly recurrent scheduled task.</td>
</tr>
<tr>
<td>scsilun</td>
<td>SCSilunName</td>
<td>Displays the CanonicalName, Vendor, Model, Data, Namespace and NamespaceId of the host’s SCSI LUN.</td>
</tr>
<tr>
<td>simpleagent</td>
<td>SimpleAgent</td>
<td>Accesses the local credential store to obtain a single user account to log in to the specified server.</td>
</tr>
<tr>
<td></td>
<td>CreateUsers</td>
<td>Creates a user account and password and stores them in the local credential store.</td>
</tr>
<tr>
<td>vm</td>
<td>VMClone</td>
<td>Locates an existing virtual machine on the vCenter Server system, makes a template from this virtual machine, and deploys instances of the template onto a datastore.</td>
</tr>
<tr>
<td></td>
<td>VMCreate</td>
<td>Creates a virtual machine. Different command-line input creates the virtual machine in different ways.</td>
</tr>
<tr>
<td></td>
<td>VMDeltaDisk</td>
<td>Creates a delta disk on top of an existing virtual disk in a virtual machine, and simultaneously removes the original disk using the reconfigure API. Use delta disks in conjunction with linked virtual machines.</td>
</tr>
<tr>
<td></td>
<td>VMLinkedClone</td>
<td>Creates a linked virtual machine from an existing snapshot.</td>
</tr>
<tr>
<td></td>
<td>VMotion</td>
<td>Checks whether migration with VMotion is feasible between two hosts. Performs the migration if the hosts are compatible.</td>
</tr>
</tbody>
</table>
## Table E-3. Java Sample Programs (Continued)

<table>
<thead>
<tr>
<th>Directory</th>
<th>Example</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VMpowerOps</td>
<td></td>
<td>Performs power operations on a virtual machine.</td>
</tr>
<tr>
<td>VMPromoteDisks</td>
<td></td>
<td>Consolidates a linked virtual machine by using the <code>VirtualMachine.PromoteDisks</code> method.</td>
</tr>
<tr>
<td>VMReconfig</td>
<td></td>
<td>Reconfigures a virtual machine. Includes reconfiguring the disk size, disk mode and so on.</td>
</tr>
<tr>
<td>VMRelocate</td>
<td></td>
<td>Relocate a linked virtual machine using disk move type.</td>
</tr>
<tr>
<td>VMSnapshot</td>
<td></td>
<td>Performs virtual machine snapshot operations.</td>
</tr>
<tr>
<td>versions</td>
<td></td>
<td>Samples in the version directory illustrate running against hosts that have different versions of vSphere or VMware Infrastructure installed. The HostPowerOps sample includes running against Virtual Infrastructure 2.0. The other samples apply to Virtual Infrastructure 2.5 and later versions including vSphere 4.0.</td>
</tr>
<tr>
<td>displaynewpropertieshost/</td>
<td>DisplayNewPropertiesHost</td>
<td>Displays properties of the host based on the API version supported by ESX/ESXi or vCenter Server.</td>
</tr>
<tr>
<td>displaynewpropertiesvm/</td>
<td>DisplayNewPropertiesVM</td>
<td>Displays properties of a virtual machine based on the API version supported by the host to which you connect.</td>
</tr>
<tr>
<td>getvirtualdiskfiles/</td>
<td>GetVirtualDiskFiles</td>
<td>Searches the virtual disk files in all the datastores available in a specified host using the properties ControllerType and ThinProperty.</td>
</tr>
<tr>
<td>hostpowerops/</td>
<td></td>
<td>Powers down a host. This samples illustrates how to run a sample against hosts of multiple versions, including Virtual Infrastructure 2.0.</td>
</tr>
<tr>
<td>installhostpatch/</td>
<td>InstallHostPatch</td>
<td>Uses the HostPatchManager managed object to upgrade the components in an ESXi system.</td>
</tr>
<tr>
<td>querymemoryoverhead/</td>
<td>QueryMemoryOverhead</td>
<td>Determines the amount of memory overhead necessary to power on a virtual machine with the specified characteristics.</td>
</tr>
<tr>
<td>recordsession/</td>
<td></td>
<td>Demonstrates recording a session.</td>
</tr>
</tbody>
</table>
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