NAME

ov_slottype – create, delete, and list slot types

SYNOPSIS

ov_slottype [ -S server ] [ -hnZ ] -c slot-type-name
ov_slottype [ -S server ] [ -hnZf ] -d slot-type-name
ov_slottype [ -S server ] [ -hnZ ]

DESCRIPTION

The ov_slottype command manages the list of allowable slot types.

There are three types of operations that the ov_slottype command can perform: creating new slot types, deleting existing slot types, and listing the existing slot types.

Slot types only require a name, their existence in the system enables slots of that type to be declared by Library Control Programs and to be used by cartridges.

If one of the −c or the −d options is not given, then a list of the currently existing slot types is printed.

OPTIONS

−c SlotTypeName Create a new slot type name.
−d SlotTypeName Delete an existing slot type.
−f When deleting a slot type, do not ask for confirmation before doing the deletion.
−S server Connect to the server named, server.
−n When displaying output, do not display column headers.
−h Display a brief help message. Ignore any other options.
−Z Display the communications traffic between the command and the SmartMedia
server.

ENVIRONMENT

The SmartMedia server hostname is taken from the OVSERVER environment variable, if it is set. The -S option overrides the OVSERVER variable. If no -S is specified and the OVSERVER variable is not set then ov_slottype attempts to connect to the SmartMedia server on the local host.

The TCP/IP port number that the SmartMedia server is listening on is taken from the MLM_SERVER_PORTNUM environment variable, if it is set.

SEE ALSO

ov_cart(1M), ov_vol(1M)