

**To:** T10 Committee  
**From:** Gerry Houlder, Seagate Technology, [gerry\\_houlder@seagate.com](mailto:gerry_houlder@seagate.com)  
Developed for Trusted Computing Group, [www.trustedcomputinggroup.org](http://www.trustedcomputinggroup.org)  
**Subj:** SPC-3 Create well known LUN for security commands  
**Date:** June 23, 2005

---

This document presents a proposal to define a well known logical unit to process security commands. This feature is intended for use by array controllers and other multi-LUN devices, but may be implemented by single LUN devices as well.

This proposal requires use of security commands described in related T10 proposal 05-157.

Add changes to table 333 in clause 8.1 as follows: (additions are underlined)

**8.1 Model for well known logical units**

Well known logical units are addressed using the well known logical unit addressing method of extended logical unit addressing (see SAM-3). Each well known logical unit has a well known logical unit number (W-LUN) as shown in table 333.

**Table 333 – Well known logical unit numbers**

W-LUN	Description	Reference
0h	Reserved	
1h	REPORT LUNS well known logical unit	8.2
2h	ACCESS CONTROLS well known logical unit	8.3
3h	REPORT TARGET PAGES well known logical unit	8.4
4h	<u>SECURITY COMMANDS well known logical unit</u>	<u>8.5</u>
5h - FFh	Reserved	

Add new clause 8.5 as follows:

**8.5 SECURITY COMMANDS well known logical unit**

The SECURITY COMMANDS well known logical unit shall only process the commands listed in table xx. If a command is received by the SECURITY COMMANDS well know logical unit that is not listed in table xx, then the command shall be terminated with CHECK CONDITION status, with the sense key set to ILLEGAL REQUEST, and the additional sense code set to INVALID COMMAND OPERATION CODE.

**Table xx – Commands for the SECURITY COMMANDS well known logical unit**

Command Name	Operation Code	Type	Reference
Inquiry	12h	M	6.x1
Request Sense	03h	M	6.x2
Test unit Ready	00h	M	6.x3
Trusted In	A2h	M	6.x4
Trusted Out	B5h	M	6.x5
Key: M = command implementation is mandatory.			