T10/08-260r1 SMC-3 Use of LOGICAL UNIT NOT READY, OFFLINE error code
To: T10 Technical Committee
From: Noud Snelder, BDT (noud.snelder@bdt.de)
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Subject: T10/08-260r0 SMC-3 Use of LOGICAL UNIT NOT READY, OFFLINE error code

Revision History
Revision 0 (23 June 2008): initial revision
Revision 1 (5 May 2009): incorporated comments from Rod Wideman

Related Documents
SMC3r11 - SCSI Media Changer Commands - 3
ADC2r07c – Automation/Drive Interface Commands - 2

Overview
The SMC3 working group is attempting to clarify the use of some existing error codes in the standard to avoid misinterpretation. The error code LOGICAL UNIT NOT READY, OFFLINE is one of these error codes. This document specifies its use within media changers.

Background
ADC2 specifies the use of LOGICAL UNIT NOT READY, OFFLINE (see 6.2.2.3.2 RMC logical unit descriptor format) as follows: If the OFFLINE bit is set to one, then the RMC device server shall return CHECK CONDITION status with the sense key set to NOT READY and the additional sense code set to LOGICAL UNIT NOT READY, OFFLINE to all commands that require the RMC logical unit to be in the ready state. If the OFFLINE bit is set to zero, then the RMC device server shall respond normally to commands.

Suggested Changes to SMC-3

Proposed new text is shown in blue. *Proposed deletions are shown in* ~~red strikeout~~.

[Add definition (copied from ADC2):]

3.1.x ready state: A state where a logical unit is able to process a medium-access command without returning CHECK CONDITION status with the sense key set to NOT READY.

[Add chapter:]

5.6.2.6 ~~Error reporting~~Offline

~~When~~ if the device server is unable to ~~process~~ return GOOD status on commands that require the ~~device server~~logical unit to be in the ready state (e.g., MOVE MEDIUM command) due to ~~user access~~the media changer being under operator control (e.g., an ~~user making configuration changes, an user rearranging media, an user running diagnostics tests~~operator is accessing media or performing maintenance) then the device server may terminate the command with CHECK CONDITION status, with the sense key set to NOT READY and the additional sense code set to LOGICAL UNIT NOT READY, OFFLINE.