

NAME

dmmp_path_status_get – Retrieve the path status.

SYNOPSIS

```
uint32_t dmmp_path_status_get (struct dmmp_path *dmmp_p);
```

ARGUMENTS

dmmp_p Pointer of 'struct dmmp_path'. If this pointer is NULL, your program will be terminated by assert.

DESCRIPTION

The valid path statuses are:

* DMMP_PATH_STATUS_UNKNOWN

* DMMP_PATH_STATUS_DOWN

Path is down and you shouldn't try to send commands to it.

* DMMP_PATH_STATUS_UP

Path is up and I/O can be sent to it.

* DMMP_PATH_STATUS_SHAKY

Only emc_clariion checker when path not available for "normal" operations.

* DMMP_PATH_STATUS_GHOST

Only hp_sw and rdac checkers. Indicates a "passive/standby" path on active/passive HP arrays. These paths will return valid answers to certain SCSI commands (tur, read_capacity, inquiry, start_stop), but will fail I/O commands. The path needs an initialization command to be sent to it in order for I/Os to succeed.

* DMMP_PATH_STATUS_PENDING

Available for all async checkers when a check IO is in flight.

* DMMP_PATH_STATUS_TIMEOUT

Only tur checker when command timed out.

* DMMP_PATH_STATUS_DELAYED

If a path fails after being up for less than delay_watch_checks checks, when it comes back up again, it will not be marked as up until it has been up for delay_wait_checks checks. During this time, it is marked as "delayed".

RETURN

uint32_t.