# Pulse Secure Virtual Traffic Manager: Control API Guide

Supporting Pulse Secure Virtual Traffic Manager 19.1


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*Pulse Secure Virtual Traffic Manager: Control API Guide*

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# Preface


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- Requesting Technical Support . . . . . 2


## Document conventions

The document conventions describe text formatting conventions, command syntax conventions, and important notice formats used in Pulse Secure technical documentation.

### Text formatting conventions

Text formatting conventions such as boldface, italic, or Courier font may be used in the flow of the text to highlight specific words or phrases.

| Format | Description |
|---|---|
| **bold text** | Identifies command names |
| | Identifies keywords and operands |
| | Identifies the names of user-manipulated GUI elements |
| | Identifies text to enter at the GUI |
| *italic text* | Identifies emphasis |
| | Identifies variables |
| | Identifies document titles |
| `Courier Font` | Identifies command output |
| | Identifies command syntax examples |

### Command syntax conventions

Bold and italic text identify command syntax components. Delimiters and operators define groupings of parameters and their logical relationships.

| Convention | Description |
|---|---|
| **bold text** | Identifies command names, keywords, and command options. |
| *italic text* | Identifies a variable. |
| [ ] | Syntax components displayed within square brackets are optional.<br>Default responses to system prompts are enclosed in square brackets. |

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| Convention | Description |
|---|---|
| { **x** \| **y** \| **z** } | A choice of required parameters is enclosed in curly brackets separated by vertical bars. You must select one of the options. |
| **x** \| **y** | A vertical bar separates mutually exclusive elements. |
| < > | Non-printing characters, for example, passwords, are enclosed in angle brackets. |
| ... | Repeat the previous element, for example, member[member...]. |
| \ | Indicates a "soft" line break in command examples. If a backslash separates two lines of a command input, enter the entire command at the prompt without the backslash. |

## Notes and Warnings

Note, Attention, and Caution statements might be used in this document.

Note: A Note provides a tip, guidance, or advice, emphasizes important information, or provides a reference to related information.

ATTENTION

An Attention statement indicates a stronger note, for example, to alert you when traffic might be interrupted or the device might reboot.

CAUTION

A Caution statement alerts you to situations that can be potentially hazardous to you or cause damage to hardware, firmware, software, or data.

# Requesting Technical Support

Technical product support is available through the Pulse Secure Global Support Center (PSGSC). If you have a support contract, file a ticket with PSGSC.

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- • Use the Case Management tool in the PSGSC at https://support.pulsesecure.net.
- • Call 1-844 751 7629 (Toll Free, US).

For international or direct-dial options in countries without toll-free numbers, see https://support.pulsesecure.net/support/support-contacts/

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# Introduction

This chapter provides an introduction to the Pulse Secure Virtual Traffic Manager (Traffic Manager) Control API. This chapter contains the following sections:


- About This Guide . . . . . 5
- Introducing the Control API . . . . . 5
- A SOAP-Based Architecture . . . . . 6


## About This Guide

The *Pulse Secure Virtual Traffic Manager: User's Guide* describes the Traffic Manager SOAP-based Control API.

This guide introduces you to the syntax and constructs used in the Traffic Manager's Control API, and is intended as a complete reference to all SOAP object types and methods available in the Traffic Manager.

## Introducing the Control API

A cluster of Traffic Managers is normally managed using the Web-based Admin UI on one of the cluster members.

The Traffic Manager's Control API provides an alternative means to remotely administer and configure a Traffic Manager cluster. For example, when an Intrusion Detection System detects a remote attack attempt, it could use the Control API to configure the cluster to drop all connections from the suspect IP address.

A provisioning system could detect server overloading by monitoring the response times of the server nodes using *Service Level Monitoring* and the *SNMP* interface. After it had provisioned additional servers, it could then reconfigure the server pools on your Traffic Managers using the Control API.

### Standards-Conformant SOAP Communications

The Control API is a standards-conformant SOAP-based API that provides the means for other applications to query and modify the configuration of the cluster.

"SOAP is a lightweight protocol for exchange of information in a decentralized, distributed environment. It is an XML based protocol that consists of three parts: an envelope that defines a framework for describing what is in a message and how to process it, a set of encoding rules for expressing instances of application-defined datatypes, and a convention for representing remote procedure calls and responses." [Simple Object Access Protocol (SOAP), w3.org]

Most importantly, SOAP is a commonly accepted standard that allows applications to communicate. The Traffic Manager's Control API is published in the form of WSDL (Web Services Description Language) files. These files document which methods (remote procedure calls) are available, what input parameters they take, and the output they return.

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The Traffic Manager's WSDL files are located in `ZEUSHOME/zxtm/etc/wsdl`. You can download the WSDL files from the SOAP API page in the Traffic Manager's Online Help system.

A SOAP-compliant programming environment parses the WSDL files to determine which remote methods can be called, and then allows the application to call these methods much as if they were local functions. The SOAP environment insulates the application developer from the underlying complexity – network connectivity, XML formatting, cross-platform compatibility, and so on. The application developer can concentrate on implementing the control logic required to support the application they are building.

The Control API can be used by any programming language and application environment that supports SOAP services. C#, Perl, Java and Python are commonly used.

## A SOAP-Based Architecture

FIGURE 1 Arrangement of Management Server, Traffic Manager Cluster and Server Nodes

A management application can issue a SOAP request to one of the Traffic Managers in a cluster. The application might be running on a stand alone management server, one of the server nodes, or on one of the Traffic Managers themselves.

The application can issue the request to any of the Traffic Managers in a cluster. All Traffic Managers then automatically synchronize their configuration, so a configuration change sent to one Traffic Manager is automatically replicated across the cluster.

### Security Considerations

The SOAP-based management application communicates with a SOAP server running on the Traffic Manager's *Admin Server* (the Traffic Manager-based service used to provide the Administration UI), so the same security considerations apply:

- If a management network or IP-based access control is in use to secure the Admin Server, these will affect the locations that the management application can run from.
- SOAP traffic is automatically encrypted using SSL.
- The Admin Server authenticates itself with its SSL certificate, which is typically self-signed.


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- You might need to ensure that your SOAP application accepts self-signed certificates, or install a trusted SSL certificate in your Admin Server.
- SOAP requests are authenticated using the credentials of a users who is a member of a group with "Control API" permissions in the Admin Server. To define a group, click System > Users > Groups in the Traffic Manager Admin UI.

By default, the "admin" group (which includes the user named "admin") is the only group that is permitted to use the Control API. You can add this permission to other groups as required.

You might want to define a specific username for your management application to use so that you can track its activity using the Traffic Manager's *Audit Log*.

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# Code Samples

The following code samples demonstrate how to call the Traffic Manager Control API from several different application environments. They are intended to illustrate the similarities, rather than the best practice for each language.

This chapter contains the following sections:


- Listing Running Virtual Servers . . . . . 9
- Fault Handling . . . . . 16


## Listing Running Virtual Servers

The examples connect to a Traffic Manager, retrieve a list of the virtual servers and then query whether each virtual server is enabled (i.e. running). They then print out the running virtual servers.

The code structure is as follows:

- Specify the location of the Admin Server, and the username and password of an account in the "admin" group or another group with explicit "SOAP Control API" permissions (see "Security Considerations" on page 6).
- If necessary, configure the HTTPS layer to accept the Admin Server's self-signed certificate.
- Instantiate a means of calling the SOAP methods of the latest version of the VirtualServer interface, generally with reference to the WSDL specification[1].
- Invoke the `VirtualServer:getVirtualServerNames()` method, which returns an array of string values.
- Invoke the `VirtualServer:getEnabled()` method, providing an array of string values (the names) and obtaining an array of Boolean values.
- Iterate through the arrays, printing the names of the virtual servers which are enabled.

### listVS.pl using Perl SOAP::Lite

```
#!/usr/bin/perl -w

use SOAP::Lite 0.60;

# This is the url of the Traffic Manager Admin Server
my $admin_server = 'https://username:password@host:9090';

my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap");
```

1. Some environments, such as Perl's SOAP::Lite do not validate method calls against the WSDL specification.

```
# Get a list of Virtual Servers
my $res = $conn->getVirtualServerNames();
my @names = @{$res->result};

# Establish which are enabled
$res = $conn->getEnabled( \@names );
my @enabled = @{$res->result};

# Print those which are enabled
for( my $i = 0; $i <= $#names; $i++ ) {
   if( $enabled[$i] ) {
      print "$names[$i]\n";
   }
}
```

Run the example as follows:

```
$ ./listVS.pl
Main website
Mail servers
Test site
```

To run this example, you need Perl, `SOAP::Lite` and `IO::Socket::SSL`.

- On Debian-based systems, install the packages `libsoap-lite-perl` and `libio-socket-ssl-perl`.
- On RedHat based systems, you'll need the `perl-SOAP-Lite` and `perl-IO-Socket-SSL rpms`.
- Sites that use CPAN can obtain the modules from the following URLs:

  http://search.cpan.org/~byrne/SOAP-Lite-0.67/lib/OldDocs/SOAP/Lite.pm

  http://search.cpan.org/~behroozi/IO-Socket-SSL-0.97/SSL.pm

Early versions of SOAP::Lite used a "uri" method instead of the current "ns" one. This affected versions prior to 0.65_5. If you are using a old version of SOAP::Lite, use the following code to create the SOAP::Lite connection instead:

```
my $conn = SOAP::Lite
    -> uri('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap");
```

Perl's SOAP::Lite module does not use the WSDL file to perform any type checking, so calling errors are detected at runtime and SOAP structures and enumerations must be managed manually (for further information, see "Using Perl SOAP::Lite" on page 19). The SSL layer is able to accept self-signed certificates.

## listVS.cs using C Sharp

```
using System;
using System.Net;
using System.IO;
using System.Security.Cryptography.X509Certificates;

public class AllowSelfSignedCerts : IcertificatePolicy {
```


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```
   public bool CheckValidationResult(  ServicePoint sp,
         X509Certificate cert, WebRequest request, int problem )
   {
      return true;
   }
}

public class listVS {

   public static void Main( string [] args )
   {
      System.Net.ServicePointManager.CertificatePolicy =
         new AllowSelfSignedCerts();

      string url= "https://host:9090/soap";
      string username = "username";
      string password = "password";

      try {
         VirtualServer p = new VirtualServer();
         p.Url = url;
         p.Credentials = new NetworkCredential( username, password );

         string[] names = p.getVirtualServerNames();
         bool[] enabled = p.getEnabled( names );

         for ( int i = 0; i < names.Length; i++  ) {
            if( enabled[i] ) {
               Console.WriteLine( "{0}", names[i] );
            }
         }
      } catch ( Exception e ) {
         Console.WriteLine( "{0}", e );
      }
   }
}
```

This code works with the .NET 1.1 SDK and with Mono[1].

Using .Net 1.1, compile and run the example code as follows:

```
C:\> wsdl -o:VirtualServer.cs -n:Stingray VirtualServer.wsdl
C:\> csc /out:listVS.exe VirtualServer.cs listVS.cs
C:\> listVS.exe
Main website
Mail servers
Test site
```

Using Mono, compile and run as follows:

```
$ wsdl -o:VirtualServer.cs -n:Stingray VirtualServer.wsdl
$ mcs /out:listVS.exe /r:System.Web.Services \
         VirtualServer.cs listVS.cs
$ listVS.exe
```

1. Use the most recent build of Mono from http://www.mono-project.com/.

```
Main website
Mail servers
Test site
```

To obtain the WSDL interface specifications for the Control API, use the files located on the Traffic Manager file system in `ZEUSHOME/zxtm/etc/wsdl/`. Alternatively, download them from the "SOAP API" page of the Traffic Manager's Online Help.

Note the use of the `IcertificatePolicy` derived class to override the default certificate checking method. This allows the application to accept the Admin Server's self-signed certificate.

## listVS.java using Java

```
import com.zeus.soap.zxtm._1_0.*;

import java.security.Security;
import java.security.KeyStore;
import java.security.Provider;
import java.security.cert.X509Certificate;
import javax.net.ssl.ManagerFactoryParameters;
import javax.net.ssl.TrustManager;
import javax.net.ssl.TrustManagerFactorySpi;
import javax.net.ssl.X509TrustManager;

public class listVS {

   public static void main( String[] args ) {

      // Install the all-trusting trust manager
      Security.addProvider( new MyProvider() );
      Security.setProperty( "ssl.TrustManagerFactory.algorithm",
         "TrustAllCertificates" );

      try {
         VirtualServerLocator vsl = new VirtualServerLocator();
         vsl.setVirtualServerPortEndpointAddress(
            "https://username:password@host:9090/soap" );
         VirtualServerPort vsp = vsl.getVirtualServerPort();

         String[] vsnames = vsp.getVirtualServerNames();
         boolean[] vsenabled = vsp.getEnabled( vsnames );

         for( int i = 0; i < vsnames.length; i++ ){
            if( vsenabled[i] ){
               System.out.println( vsnames[i] );
            }
         }
      } catch (Exception e) {
         System.out.println( e.toString() );
      }

   }

   /* The following code disables certificate checking.
```


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```
    * Use the Security.addProvider and Security.setProperty
    * calls to enable it */
   public static class MyProvider extends Provider {
      public MyProvider() {
         super( "MyProvider", 1.0, "Trust certificates" );
         put( "TrustManagerFactory.TrustAllCertificates",
            MyTrustManagerFactory.class.getName() );
      }

      protected static class MyTrustManagerFactory
            extends TrustManagerFactorySpi {
         public MyTrustManagerFactory() {}
         protected void engineInit( KeyStore keystore ) {}
         protected void engineInit(
            ManagerFactoryParameters mgrparams ) {}
         protected TrustManager[] engineGetTrustManagers() {
            return new TrustManager[] {
               new MyX509TrustManager()
            };
         }
      }

      protected static class MyX509TrustManager
            implements X509TrustManager {
         public void checkClientTrusted(
            X509Certificate[] chain, String authType) {}
         public void checkServerTrusted(
            X509Certificate[] chain, String authType) {}
         public X509Certificate[] getAcceptedIssuers() {
            return null;
         }
      }
   }
}
```

The majority of this code disables client certificate checking. Details of the code and surrounding infrastructure are available at:

http://java.sun.com/j2se/1.5.0/docs/guide/security/jsse/JSSERefGuide.html

This code works with the Java 1.5 SDK/JRE.

**To build and run the code**

1. Obtain a WSDL-to-Java converter by downloading "axis" from the Apache Web site: http://ws.apache.org/axis/. Copy all the .jar files from `axis-<version>/libs/` to the `JAVAHOME/jre/lib/ext/` directory, or add them to your `CLASSPATH`.
2. To avoid warnings when the code is run, use the following URLs to download and install the Java Activation Framework and JavaMail libraries.
   - For Java Activation Framework:

     http://java.sun.com/products/javabeans/glasgow/jaf.html.
   - For JavaMail:

http://java.sun.com/products/javamail/.

Copy `activation.jar` and `mail.jar` from these packages to `JAVAHOME/jre/lib/ext/`, or add them to your `CLASSPATH`.

3. From your build directory, type the following command to convert the required WSDL files into Java code[1]:

   ```
   java org.apache.axis.wsdl.WSDL2Java VirtualServer.wsdl
   ```

4. To compile and run the example, type the following commands:

   ```
   javac listVS.java
   ```

   ```
   java listVS
   ```

   This should produce the following output:

   ```
   Main website
   ```

   ```
   Mail servers
   ```

   ```
   Test site
   ```

This code uses the functions within the VirtualServer interface. Other interfaces use a similar pattern.

For example, if you want to access functions within the "XXX" interface, you need to instantiate an XXXLocator object, declare the location of the Traffic Manager using the function `setXXXPortEndpointAddress()` and then create a connection using `getXXXPort()` to return an XXXPort object. You can then invoke methods using the XXXPort object. Java is verbose, but generally repetitive so the patterns can be copied thus:

```
SystemCacheLocator scl = new SystemCacheLocator();
scl.setSystemCachePortEndpointAddress(
   "https://username:password@host:9090/soap" );
SystemCachePort scp = scl.getSystemCachePort();
/* Invoke the methods on the SystemCachePort object */
scp.clearWebCache();
```

## listVS.py using Python

```
#!/usr/bin/python

import SOAPpy

conn = SOAPpy.WSDL.Proxy("VirtualServer.wsdl")
names = conn.getVirtualServerNames()
enabled = conn.getEnabled(names)

for i in range(0,len(names)):
        if ( enabled[i] ):
                print names[i]
```

1. The WSDL interface specifications for the Control API are located in `ZEUSHOME/zxtm/etc/wsdl/`.


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By default, most SOAP implementations read the location of the SOAP server from the WSDL file[1]. However, for security reasons, the location of the Admin Server (including the required administrator username and password) is not embedded in the Traffic Manager WSDL files.

Most SOAP toolkits allow you to override the location specified in the WSDL file, but Python's SOAP.py module does not. Before you run this example, edit your WSDL files. Locate the "soap:address" node at the end of each WSDL file and edit appropriately:

```
<service name="VirtualServer">
   <port name="VirtualServerPort"
         binding="Stingrayns:VirtualServerBinding">
      <soap:address
         location="https://username:password@host:9090/soap" />
   </port>
</service>
```

Run the Python script[2]:

```
$ ./listVS.py
Main website
Mail servers
Test site
```

## listVS.php using PHP 5

```
#!/usr/bin/php

<?php
$conn = new SoapClient( "VirtualServer.wsdl",
    array('login' => "username", 'password' => "password") );

$names = $conn->getVirtualServerNames();
$enabled = $conn->getEnabled($names);

for ($i=0; $i < count( $names ); $i++) {
  if ( $enabled[$i] )
    print "$names[$i]\n";
}
?>
```

You might need to enable the SOAP extensions in your `php.ini` file. To do this, follow the instructions at http://www.php.net/soap.

By default, the PHP Soap toolkit expects to find the location of the SOAP server in the WSDL file. To override this behavior, use the method `__setLocation()`. For example:

```
#!/usr/bin/php
<?php
$conn = new SoapClient( "VirtualServer.wsdl",
    array('login' => "username", 'password' => "password") );
$conn->__setLocation('https://host:9090/soap');
```

1. The WSDL interface specifications for the Control API are located in `ZEUSHOME/zxtm/etc/wsdl/`.
2. This example was tested with Python 2.3.5 and version 0.11.5 of the SOAP.py library. Earlier versions of SOAP.py (0.8.4) could not correctly parse the WSDL file.

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Alternatively, load the WSDL interactively from the Traffic Manager:

```
<?php
$stm_url = "https://host:9090";

$conn = new SoapClient(
    $stm_url."/apps/zxtm/wsdl/VirtualServer.wsdl",
    array('login' => "username", 'password' => "password") );
$conn->__setLocation($stm_url.'/soap');
```

For more details on `__setLocation()`, see http://www.php.net/manual/en/soapclient.setlocation.php.

You can also specify the details from your application, so these do not need to be embedded in the WSDL:

```
<service name="VirtualServer">
   <port name="VirtualServerPort"
         binding="Stingrayns:VirtualServerBinding">
      <soap:address location="https://host:9090/soap" />
   </port>
</service>
```

Run the PHP script as follows:

```
$ ./listVS.php
Main website
Mail servers
Test site
```

## Fault Handling

The Control API uses standard SOAP fault handling to inform the client application of errors. The type of fault returned depends on the error that occurred. For example, an “ObjectDoesNotExist” fault is returned when trying to set a property for a Virtual Server that doesn't exist. Information contained inside the fault helps to determine more information about the error.

In addition to the specific faults specified for the functions, applications should be written to handle generic failures for which a specific fault does not exist.

Fault handling differs depending on the API being used. Refer to your API documentation for details on how best to handle faults.

The following examples show code snippets of how to handle faults with various standard libraries.

### Fault Handling with SOAP::Lite

As SOAP::Lite doesn't read the WSDL files, the fault handling code needs to process the fault structures manually:

```
# This is the url of the Traffic Manager Admin Server
my $admin_server = 'https://<user>:<pass>@adminserver:9090';

my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap")
```


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```
    -> on_fault( \&handle_fault );

sub handle_fault
{
   my( $soap, $res ) = @_;

   if( ! $res ) {
      die "A transport error occured\n";
   }

   if( ! ref $res ) {
      die $res;
   }

   # $res is a SOAP fault - extract the information in it
   if( $res->faultdetail ) {
      my $detail = $res->faultdetail;
      my @elems = keys %$detail;
      my $fault = $elems[0];

      my $msg = "SOAP Fault: $fault\n";

      # Extract out the components of the fault
      foreach my $key( qw( errmsg object key value ) ) {
         if( defined $detail->{$fault}->{$key} ) {
            $msg .= "  $key: " . $detail->{$fault}->{$key} ."\n";
         }
      }
     die $msg;
   } else {
      die "SOAP Fault: " . $res->faultcode . ": " .
         $res->faultstring . "\n";
   }
}

# Could throw 'ObjectDoesNotExist'
$conn->setEnabled( [ "my-virtual-server" ], [ 1 ] );
```

## Fault Handling using C Sharp

Like Perl, the fault detail structure needs to be inspected manually:

```
try {
   p.setEnabled( new string[] { "my-virtual-server" },
                 new bool[] { true } );
} catch( SoapException fault ) {
   string msg = "";
   // Look at the fault detail XML tree
   if( fault.Detail != null && fault.Detail.FirstChild != null ) {
      XmlNode detail = fault.Detail.FirstChild;

      // The SOAP fault is the name of the first child of the
      // fault detail
      msg += "SOAP Fault: " + detail.LocalName + "\n";
```

```
      // And the other members of the fault are children
      XmlNodeList children = detail.ChildNodes;
      for( int i = 0 ; i < children.Count ; i++ ) {
         msg += "  " + children[i].Name + ": " +
                       children[i].InnerText + "\n";
      }
   } else {
      // Otherwise this is a generic fault - just print the fault
      msg = fault.ToString();
   }
   Console.Write( msg );
}
```

## Fault Handling using Java

Fault handling is built into the Java AXIS libraries; the SOAP faults are translated into standard Java exceptions which make it very easy to handle faults:

```
VirtualServerLocator vsl = new VirtualServerLocator();
vsl.setVirtualServerPortEndpointAddress(
      "https://<user>:<pass>@adminserver:9090/soap" );
VirtualServerPort vsp = vsl.getVirtualServerPort();

try {
   vsp.setEnabled( new String[] { "my-virtual-server" },
                   new boolean[] { true } );

   System.out.println( "Virtual Server enabled successfully" );
} catch( ObjectDoesNotExist e ) {
   System.err.println(
      "Virtual Server '" + e.getObject() + "' does not exist" );
} catch( RemoteException e ) {
   System.err.println( "Generic exception: " + e );
}
```


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# Using Perl SOAP::Lite

Unlike most other SOAP APIs, Perl's SOAP::Lite does not take regard of the WSDL specification for the Control API interface. Special measures must be taken to use the Control API accurately.

This chapter contains the following sections:


- Control API Methods . . . . . 19
- Control API Enumerations . . . . . 19
- Control API Structures . . . . . 21


## Control API Methods

A method can be invoked from a SOAP::Lite connection object that specifies the appropriate interface:

```
# Create a connection object that uses the VirtualServer interface
my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap");

# You can invoke any of the methods of the VirtualServer interface
my $res = $conn->getVirtualServerNames();
```

If you need to use several interfaces (for example, VirtualServer and Pool), construct a SOAP::Lite connection object for each one.

If you attempt to invoke a method that does not exist for the interface, the method call fails and the `on_fault` fault handler (if specified) is called.

Note: When a new version of the Traffic Manager is released, individual interfaces might be changed in some way that alters their use or behavior. This could be in order to fix a bug or to provide additional functionality. If this situation occurs, instead of amending the existing interface, a new later version-numbered interface is included with the release (which Pulse Secure recommends the use of). However, previous versions are always preserved to ensure backwards compatibility with your existing applications. The interface version is identified in the "ns" string provided to the connection object, and the function reference listing contained in this document always refers to the latest version available.

## Control API Enumerations

An Enumeration is a particular datatype with a restricted, named set of values. For example, a Pool has a limited set of load balancing algorithms that are represented by the `Pool.LoadBalancingAlgorithm` enumeration:

The enumeration is defined as follows:

```
Pool.LoadBalancingAlgorithm
enum Pool.LoadBalancingAlgorithm {
```

```
   roundrobin,      # Round Robin
   wroundrobin,     # Weighted Round Robin
   cells,           # Perceptive
   connections,     # Least Connections
   wconnections,    # Weighted Least Connections
   responsetimes,   # Fastest Response Time
   random           # Random node
}
```

The Pool interface contains two methods that use that enumeration:

```
getLoadBalancingAlgorithm( names )
# Get the load balancing algorithms that each of the named pools uses.
Pool.LoadBalancingAlgorithm[] getLoadBalancingAlgorithm(
   String[] names
)


setLoadBalancingAlgorithm( names, values )
# Set the load balancing algorithms that each of the named pools uses.
void setLoadBalancingAlgorithm(
   String[] names
   Pool.LoadBalancingAlgorithm[] values
)
```

Perl's SOAP::Lite library correctly encodes enumerations in SOAP requests, so you can use them in a literal context:

```
$conn->setLoadBalancingAlgorithm( [ $poolName ], ['connections'] );
```

In a SOAP response, you must provide a custom *Deserializer* so that the SOAP::Lite library can convert the values in the SOAP response into appropriate internal representations (in other words, literal strings):

```
BEGIN {
   package MyDeserializer;
   @MyDeserializer::ISA = 'SOAP::Deserializer';

   sub typecast {
      my( $self, $val, $name, $attrs, $children, $type ) = @_;
      if( $type && $type =~ m@http://soap.zeus.com/zxtm/@ ) {
         return $val;
      }
      return undef;
   };
}

my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/Pool/')
    -> proxy("$admin_server/soap")
    -> deserializer( MyDeserializer->new );
```

The following code sample illustrates how to use Control API methods that use enumerations:

```
#!/usr/bin/perl -w

use SOAP::Lite 0.6;
```


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```
# Provide our own Deserializer to deserialize enums correctly
BEGIN {
   package MyDeserializer;
   @MyDeserializer::ISA = 'SOAP::Deserializer';

   sub typecast {
      my( $self, $val, $name, $attrs, $children, $type ) = @_;
      if( $type && $type =~ m@http://soap.zeus.com/zxtm/@ ) {
         return $val;
      }
      return undef;
   };
}

# This is the url of the Admin Server
my $admin_server = 'https://username:password@host:9090';

# The pool to edit
my $poolName = $ARGV[0] or die "No pool specified";

my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/Pool/')
    -> proxy("$admin_server/soap")
    -> deserializer( MyDeserializer->new )
    -> on_fault( sub  {
         my( $conn, $res ) = @_;
         die ref $res?$res->faultstring:$conn->transport->status; } );

# Get the load balancing algorithm
my $res = $conn->getLoadBalancingAlgorithm( [ $poolName ] );
my $alg = @{$res->result}[0];
print "Pool $poolName uses load balancing algorithm $alg\n";

# Change the algorithm to least connections, and check it worked
$conn->setLoadBalancingAlgorithm( [ $poolName ], ['connections'] );
$res = $conn->getLoadBalancingAlgorithm( [ $poolName ] );
print "Algorithm has been changed to @{$res->result}[0]\n";

# Now change it back again
$conn->setLoadBalancingAlgorithm( [ $poolName ], [ $alg ] );
$res = $conn->getLoadBalancingAlgorithm( [ $poolName ] );
print "Algorithm changed back to @{$res->result}[0]\n";
```

## Control API Structures

A *Structure* is a complex datatype that contains several parameters. For example, the key configuration settings for a Virtual Server are represented by a `VirtualServer.BasicInfo` structure that defines the port, protocol, and default pool for that Virtual Server:

```
VirtualServer.BasicInfo
```

```
# This structure contains the basic information for a virtual server. It is used when
creating
# a server, or modifying the port, protocol or default pool of a server.

struct VirtualServer.BasicInfo {
   # The port to listen for incoming connections on.
   Integer port;

   # The protocol that this virtual server handles.
   VirtualServer.Protocol protocol;

   # The default pool that traffic to this virtual server will go
   # to.
   String default_pool;
}
```

This structure contains three elements; an integer (the port number), an enumeration (the protocol: `VirtualServer.Protocol`) and a string (the name of the default pool).

The method `VirtualServer.addVirtualServer()` takes a `VirtualServer.BasicInfo` structure that can be constructed as follows:

```
my $basicInfo = {
   port         => '443',
   protocol     => 'https',
   default_pool => 'Server Pool 1'
};
$res = $conn->addVirtualServer( [ $vsName ], [ $basicInfo ] );
```

If you call the method `VirtualServer.getBasicInfo()`, it will return a corresponding array of `VirtualServer.BasicInfo` structures that can be unpacked as follows:

```
$res = $conn->getBasicInfo( [ $vsName ] );
my $r = @{$res->result}[0];

print "Virtual Server $vsName:\n";
print "   port $r->{port}, protocol $r->{protocol}, " .
      "pool $r->{default_pool}\n";
```

The following code sample illustrates how to create a virtual server and manage the BasicInfo structure:

```
#!/usr/bin/perl -w

use SOAP::Lite 0.6;

# Provide our own Deserializer so to deserialize enums correctly
BEGIN {
   package MyDeserializer;
   @MyDeserializer::ISA = 'SOAP::Deserializer';
 sub typecast {
      my( $self, $val, $name, $attrs, $children, $type ) = @_;
      if( $type && $type =~ m@http://soap.zeus.com/zxtm/@) {
         return $val;
      }
      return undef;
   };
}
```


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```
# This is the url of the Admin Server
my $admin_server = 'https://user:password@hostname:9090';

# The virtual server to create
my $vsName = $ARGV[0] or die "No vs specified";
my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap")
    -> deserializer( MyDeserializer->new )
    -> on_fault( sub  {
         my( $conn, $res ) = @_;
         die ref $res?$res->faultstring:$conn->transport->status; } );
# Construct the basic info structure
my $basicInfo = {
   port         => '443',
   protocol     => 'https',
   default_pool => 'discard'
};

$res = $conn->addVirtualServer( [ $vsName ], [ $basicInfo ] );

$res = $conn->getBasicInfo( [ $vsName ] );
my $r = @{$res->result}[0];

print "Virtual Server $vsName:\n";
print "   port $r->{port}, protocol $r->{protocol}, " .
      "pool $r->{default_pool}\n";
```

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# Sample Control API Applications

The Control API can perform almost any configuration task that can be accomplished using the Traffic Manager Administration UI. Its strength comes from how it can be driven by other management applications elsewhere in the network.

This chapter contains the following sections:


- Blocking Traffic from an IP Address . . . . . 25
- Adding a Node to a Pool . . . . . 27
- Reconfiguring Your Site Based on Traffic Load . . . . . 30


## Blocking Traffic from an IP Address

An Intrusion Detection System (IDS) or a live log analysis tool might identify remote hosts which are sending undesired traffic – malicious requests, port scans, or simply excessive numbers of requests in an attempt to mount a denial-of-service attack.

The IDS may be located behind the Traffic Manager cluster, for example, if it needs to inspect SSL traffic that has been decrypted by the Traffic Manager. In this case, the IDS can use the Control API to update the Traffic Manager cluster to prevent it from accepting any more traffic from the suspected IP address.

The following Control API application modifies a named Service Protection policy, adding an IP address to the list of banned IP addresses. The Service Protection policy should be assigned to the appropriate Virtual Servers managing traffic in the cluster.

### Perl Example

```
#!/usr/bin/perl -w

use SOAP::Lite 0.60;

# This is the url of the Traffic Manager Admin Server
my $admin_server = 'https://username:password@host:9090';

# The protection policy to edit, and the node to add
my $name = "My protection class";
my $badIP  = "10.100.1.10";

my $conn = SOAP::Lite
    -> uri('http://soap.zeus.com/zxtm/1.0/Catalog/Protection/')
    -> proxy("$admin_server/soap")
    -> on_fault( sub  {
         my( $conn, $res ) = @_;
         die ref $res ? $res->faultstring :
             $conn->transport->status; } );
```

```
$conn->addBannedAddresses( [ $name ], [ [ $badIP ] ] );
```

### Notes

This code sample accesses the "/Catalog/Protection" URI to edit a Service Protection class. With a WSDL-based interface, you instead use the "Catalog.Protection.wsdl" interface.

The sample then uses the addBannedAddresses() function with a series of arrays as arguments:

1. A list of Service Protection policies.
2. A list of lists of banned IP addresses.

This means that the function can perform bulk updates, modifying several objects simultaneously.

This example also includes a basic `on_fault` handler, called if an error occurs. The handler reports a transport error if the SOAP application could not connect to the remote SOAP server. Otherwise, it reports a SOAP error.

For more a more sophisticated example of a Perl fault handler, see "Fault Handling with SOAP::Lite" on page 16.

## C# Example

```
using System;
using System.Net;
using System.IO;
using System.Security.Cryptography.X509Certificates;

public class AllowSelfSignedCerts : ICertificatePolicy {
   public bool CheckValidationResult(
         ServicePoint sp, X509Certificate cert,
         WebRequest request, int problem )
   { return true; }
}

public class addBannedAddress {

   public static void Main( string [] args )
   {
      System.Net.ServicePointManager.CertificatePolicy =
         new AllowSelfSignedCerts();

      string url= "https://host:9090/soap";
      string username = "username";
      string password = "password";

      string name = "My protection class";
      string badIP = "10.100.1.10";

      try {
         CatalogProtection p = new CatalogProtection();
         p.Url = url;
         p.Credentials = new NetworkCredential(
```


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```
            username, password );

         p.addBannedAddresses( new string[] { name },
             new string[][] { new string[]{ badIP } } );
      } catch ( Exception e ) {
         Console.WriteLine( "{0}", e );
      }
   }
}
```

## Adding a Node to a Pool

Provisioning systems can dynamically deploy applications across servers, perhaps in reaction to increased server load. This example demonstrates a Control API application that modifies the nodes that a pool balances traffic to.

If the pool is using the “Perceptive” algorithm, load is slowly ramped up on newly introduced nodes in order to gauge their potential performance. This continues until they run at the same speed as the other nodes in the pool. This “Slow Start” capability ensures that new nodes are not immediately overloaded with a large burst of traffic.

### Perl Example

```
#!/usr/bin/perl -w

use SOAP::Lite 0.60;

# This is the url of the Traffic Manager Admin Server
my $admin_server = 'https://username:password@host:9090';

# The pool to edit, and the node to add
my $poolName = "test pool";
my $newNode  = "10.100.1.10:80";

my $conn = SOAP::Lite
    -> uri('http://soap.zeus.com/zxtm/1.0/Pool/')
    -> proxy("$admin_server/soap")
    -> on_fault( sub  {
         my( $conn, $res ) = @_;
         die ref $res ? $res->faultstring :
             $conn->transport->status; } );

# Get a list of pools
my $res = $conn->getPoolNames();
my @names = @{$res->result};

# Get the nodes for each pool
$res = $conn->getNodes( \@names );

# Build a hash %nodes: pool->[ node list ]
my %nodes;
@nodes{@names} = @{$res->result};
```

```
if( !defined $nodes{$poolName} ) {
   die "Pool $poolName does not exist...";
}

if( grep { $_ eq $newNode } @{$nodes{$poolName}} ) {
   die "Pool $poolName already contains $newNode";
}

# Add one node to the pool
$res = $conn->addNodes( [ $poolName ], [ [ $newNode ] ] );

# We're done!  Verify that the node has been added
$res = $conn->getNodes( [ $poolName ] );
my @newnodes = @{${$res->result}[0]};

my $expected = join " ",
   sort @{$nodes{$poolName}}, $newNode;
my $actual   = join " ", sort @newnodes;

if( $expected ne $actual ) {
   die "New node list is '$actual'; expected '$expected'";
}
```

## Notes

This example uses careful error checking to make sure that the Control API methods are not called incorrectly. For example, if a method tries to add a node to a pool that does not exist, a SOAP fault is raised. Perl's "on_fault" handler is called if this happens.

The example illustrates Perl's hash slice technique to quickly build an associative array, mapping pool name to a list of nodes:

```
my $res = $conn->getPoolNames();
my @names = @{$res->result};
$res = $conn->getNodes( \@names );
my %nodes;
@nodes{@names} = @{$res->result};
```

This is a very easy way to take advantage of the fact that the Control API methods are all bulk-enabled. In other words, they are designed to process lists of objects efficiently.

The listVS example can also use a hash slice, as follows:

```
my $res = $conn->getVirtualServerNames();
my @names = @{$res->result};
$res = $conn->getEnabled( \@names );
my %enabled;
@enabled{@names} = @{$res->result};
```

A Control API application can update the configuration by modifying the hash:

```
# Turn everything off...
foreach my $name( keys %enabled ) {
   $enabled{ $name } = 0;
```


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```
}
```

It can then bulk-commit the new configuration with a single method call:

```
$res = $conn->setEnabled(
            [ keys %enabled ], [ values %enabled ] );
```

## C# Example

```
using System;
using System.Net;
using System.IO;
using System.Security.Cryptography.X509Certificates;

public class AllowSelfSignedCerts : ICertificatePolicy {
   public bool CheckValidationResult(
         ServicePoint sp, X509Certificate cert,
         WebRequest request, int problem )
   {
      return true;
   }
}
public class addNode {
   public static void Main( string [] args )
   {
      System.Net.ServicePointManager.CertificatePolicy =
         new AllowSelfSignedCerts();

      string url= "https://host:9090/soap";
      string username = "username";
      string password = "password";

      string poolName = "test pool";
      string newNode  = "10.100.1.10:80";

      try {
         Pool p = new Pool();
         p.Url = url;
         p.Credentials = new NetworkCredential(
            username, password );

         string[] names = p.getPoolNames();
         string[][] allnodes = p.getNodes( names );

         string[] nodes = new string[]{};
         bool found = false;
         for( int i = 0 ; i < names.Length ; i++ ) {

            if( names[i] == poolName ) {
               nodes = allnodes[i];
               found = true;
               break;
            }
         }
```

```
         if( ! found ) {
            Console.WriteLine( "Pool {0} doesn't exist", poolName );
            Environment.Exit( 1 );
         }

         found = false;
         for( int i = 0 ; i < nodes.Length ; i++ ) {
            if( nodes[i] == newNode ) {
               found = true;
            }
         }
         if( found ) {
            Console.WriteLine( "Pool {0} already contains {1}",
               poolName, newNode );
            Environment.Exit( 1 );
         }

         // Add one node to the pool
         p.addNodes( new string[] { poolName },
            new string[][] { new string[] { newNode } } );

      } catch ( Exception e ) {
         Console.WriteLine( "{0}", e );
      }
   }
}
```

## Reconfiguring Your Site Based on Traffic Load

This code example monitors the performance of the JSP pages on a Web site. If the performance drops below an acceptable level, the example uses the Control API to enable a TrafficScript rule that prevents more users from logging in to the Web site. After performance climbs back to an acceptable level, the Control API application can disable the rule.

### The TrafficScript Rule

To prevent users from logging in to the Web site, use a TrafficScript rule similar to the following:

```
$path = http.getPath();
if( string.endsWith( $path, "login.jsp" ) ) {
   http.redirect( "/content/login_disabled.html" );
}
```

Add this rule to the Rules catalog and name it "Disable Login" (referenced later). Configure it as a request rule for your Virtual Server, but set it to be disabled. The Control API application uses the Virtual Server `getRules()` and `setRules()` functions to modify the "enabled" status of the rule.

### Monitoring Performance

Performance of the Web application can be monitored in a variety of ways:

- Using statistics gathered from the Web application itself.
- Using an external monitoring tool to send probe requests.


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- Monitoring the node response times using SNMP and the Service Level Monitoring capability.
- Using the SNMP or email alerts raised by Service Level Monitoring to drive the Control API applications directly.

### Enabling and Disabling the Rule

The following Control API code retrieves the list of response rules that the named virtual server is using. It searches for the rule named "Disable Login" and enables it. If the rule is not present, it adds it as the first rule to be executed.

## Perl Example

```
#!/usr/bin/perl -w

use SOAP::Lite 0.60;

# Provide our own Deserializer so to deserialize enums correctly
BEGIN {
   package MyDeserializer;
   @MyDeserializer::ISA = 'SOAP::Deserializer';

   sub typecast {
      my( $self, $val, $name, $attrs, $children, $type ) = @_;
      if( $type && $type =~ m@http://soap.zeus.com/zxtm/@) {
         return $val;
      }
      return undef;
   };
}

# This is the url of the Traffic Manager Admin Server
my $admin_server = 'https://username:password@host:9090';

# The virtual server to edit, and the rule to enable
my $vsName = "Main web site";
my $rule   = "Disable Login";

my $conn = SOAP::Lite
    -> uri('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap")
    -> deserializer( MyDeserializer->new )
    -> on_fault( sub  {
      my( $conn, $res ) = @_;
      die ref $res ? $res->faultstring:conn->transport->status; } );

# Get a list of rules used by the named virtual server
my $res = $conn->getRules( [ $vsName ] );
my @rules = @{${$res->result}[0]};

my $found = 0;
foreach my $f ( @rules ) {
   if( $f->{name} eq $rule ) {
      $f->{enabled} = 1; $found = 1; last;
```

```
   }
}
if( !$found ) {
   # Add a new rule to the start of the list
   unshift @rules, {
      name => $rule,
      enabled => 1,
      run_frequency => 'only_first'
   };
}

$res = $conn->setRules( [ $vsName ], [ [ @rules ] ] );
```

### Notes

The rule's manipulation functions take a compound `VirtualServer.Rule` structure which uses an enumeration named "RuleRunFlag".

The SOAP::Lite interface presents this structure as a standard Perl hash, requiring a deserializer to manage the enumeration.

C# presents it as an object of type `VirtualServerRule` containing an enumeration of type `VirtualServerRuleRunFlag`.

## C# Example

```
using System;
using System.Net;
using System.IO;
using System.Security.Cryptography.X509Certificates;

public class AllowSelfSignedCerts : ICertificatePolicy {
   public bool CheckValidationResult(
         ServicePoint sp, X509Certificate cert,
         WebRequest request, int problem )
   {
      return true;
   }
}

public class addNode {
   public static void Main( string [] args )
   {
      System.Net.ServicePointManager.CertificatePolicy =
         new AllowSelfSignedCerts();

      string url= "https://host:9090/soap";
      string username = "username";
      string password = "password";

      string vsName  = "Main web site";
      string rule    = "Disable login";
      try {
```


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```
        VirtualServer p = new VirtualServer();
        p.Url = url;
        p.Credentials = new NetworkCredential(
           username, password );

        // Get a list of rules used by the named
        // virtual server
        VirtualServerRule[][] rules =
           p.getRules( new string[] { vsName } );

        // Search for the rule to enable
        bool found = false;
        foreach( VirtualServerRule r in rules[0] ) {
           if( r.name == rule ) {
              found = true; r.enabled = true;
           }
        }
        if( ! found ) {
           // Add a new rule to the start of the list
           VirtualServerRule[] newrules = new
              VirtualServerRule[rules[0].Length + 1];
           newrules[0] = new VirtualServerRule();
           newrules[0].name = rule;
           newrules[0].enabled = true;
           newrules[0].run_frequency =
              VirtualServerRuleRunFlag.only_first;

           Array.Copy( rules[0], 0, newrules, 1, rules[0].Length );

           rules[0] = newrules;
        }
        p.setRules( new string[] { vsName }, rules );

     } catch ( Exception e ) {
        Console.WriteLine( "{0}", e );
     }
   }
}
```

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# Troubleshooting

This chapter lists some useful troubleshooting techniques that you can use when building Control API applications.

This chapter contains the following sections:


- General Debugging Techniques . . . . . 35
- Debugging with Perl . . . . . 36
- Debugging with C# . . . . . 37
- Debugging with Java . . . . . 38


## General Debugging Techniques

### File Locations

The WSDL interface specifications are located in `ZEUSHOME/zxtm/etc/wsdl/`.

`ZEUSHOME` is the installation directory for your Traffic Manager software, typically `/usr/local/zeus` or `/opt/zeus` depending on your product variant.

Alternatively, download the WSDL files from the SOAP API page in the Online Help.

### Log Files

In the event of a problem, review the following error logs:

- Traffic Manager core software: `ZEUSHOME/log/errors`

  Validation errors and incorrect configuration problems are reported in this log file.
- Admin Server and Admin UI: `ZEUSHOME/admin/log/errors`

  The Admin Server processes the SOAP requests and sends the new configuration to the Traffic Manager software. Any SOAP protocol or transport errors are reported here.

### Snooping the SOAP Traffic

A Control API application sends SOAP requests to the Traffic Manager Admin Server, which typically listens using SSL on port 9090. If your SOAP toolkit does not support debugging or tracing, use a network snooping tool such as WireShark[1] to inspect the SOAP request and response to verify that the request is sent correctly, and that the response does not contain any errors messages that are not reported by your application's interface code.

1. WireShark is available for all major Operating Systems. For further information, see http://www.wireshark.org

If your SOAP transaction is encrypted with SSL, to enable inspection you must first disable SSL on the Admin Server by performing the following steps:

1. Edit the file `ZEUSHOME/admin/website` and comment out the line "security!enabled yes". To do this, prefix the line with a hash (#), as per the following:

   ```
   # security!enabled yes
   ```

2. Restart the Traffic Manager software by typing the following command[1]:

   ```
   $ZEUSHOME/restart-zeus
   ```

   ($ZEUSHOME is the Traffic Manager software installation directory for your product variant.)

3. Modify your Control API application to use an "http://" URL rather than an "https://" URL.

# Debugging with Perl

## Problems with WSDL Interfaces

Because Perl's SOAP::Lite module does not make explicit reference to the WSDL interface specification, it can be easy to introduce errors which are only detected at run time.

Ensure that any URIs used in the SOAP::Lite objects you construct in your application are correct. To confirm correct URI usage, refer to the reference information in "Function Reference" on page 39

For example, to reference methods in the VirtualServer interface, use the following URI:

http://soap.zeus.com/zxtm/1.0/VirtualServer/

For methods in the Service Protection catalog, use the following URI:

http://soap.zeus.com/zxtm/1.0/Catalogs/Protection/

## Using a Fault Handler

Your Perl SOAP::Lite client application can determine whether server or transport errors have occurred by inspecting the SOAP Fault that is raised on an error.

For further information, see "Fault Handling" on page 16.

## Recent SOAP::Lite Versions

Versions of SOAP::Lite on or after 0.65_5 have a slightly different interface to earlier versions. When creating a SOAP::Lite connection, use the newer "ns" method instead of the previous "uri" method:

```
# Versions prior to 0.65_5
my $conn = SOAP::Lite
```

1. Alternatively, restart just the Admin Server component by typing the following command:
   `$ZEUSHOME/admin/rc restart`


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```
    -> uri('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap");

# Versions 0.65_5 and later
my $conn = SOAP::Lite
    -> ns('http://soap.zeus.com/zxtm/1.0/VirtualServer/')
    -> proxy("$admin_server/soap");
```

### Perl Deserializer Example

The SOAP::Lite module does not make use of the Traffic Manager's WSDL specification and so does not know how to deserialize some enumerations used. For an example of this problem, see "Using Perl SOAP::Lite" on page 19

### Tracing

To import the SOAP::Lite module with tracing enabled, use the following:

```
use SOAP::Lite 0.6 +trace => 'debug';
```

This causes the SOAP::Lite module to output large amounts of debugging information.

XML-messages observed after you enable tracing are usually not formatted. To make them easier to read, set the readable flag on your connections:

```
my $conn = SOAP::Lite;
$conn->readable(1);
```

While the messages sent by the client become more readable, this does not affect messages received from the server.

## Debugging with C#

### Fault Handlers

For details on how to inspect any SOAP Faults that are raised as a result of a server or transport error, see "Fault Handling" on page 16.

### Permissions Problems

The .NET environment enforces stringent security checks by default.

For example, by default, your Control API application cannot generate an HTTP request to a foreign site (such as the Traffic Manager Admin Server) unless the application is running from a *trusted location*. Remote filesystems locally mounted are considered untrusted, whereas local filesystems are trusted.

The location of your Control API application might affect whether it functions correctly or not.

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# Debugging with Java

## Fault Handlers

For details on how to inspect any SOAP Faults that are raised as a result of a server or transport error, see "Fault Handling" on page 16.

## Tracing

For full SOAP tracing, run your Control API application by typing the following command:

```
java -Djavax.net.debug=all listVS
```

Alternatively, enable debugging within your application by adding the following line:

```
System.setProperty( "javax.net.debug", "all" );
```


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# Function Reference

This chapter contains the full SOAP interface reference for the Traffic Manager Control API.

## About the Control API Functions

Control API functions typically operate on lists of configurations. For example, the Virtual Server `getEnabled()` function takes a list of Virtual Server names as its first argument, and returns a list of boolean values, one for each named Virtual Server.

Some functions depend on compound structures for their arguments, and enumerated types are used to represent some configuration settings.

All of the methods, structures, and enumerated types are specified in the WSDL interface files[1].

For example, consider the method prototypes for the Virtual Server `getRules()` and `addRules()` functions:

```
VirtualServer.Rule[][] getRules(
   String[] names
)

void addRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

`getRules()` takes a list of Virtual Server names and returns a list of `VirtualServer.Rule` arrays:

```
struct VirtualServer.Rule {
   # The name of the rule.
   String name;

   # Whether the rule is enabled or not.
   Boolean enabled;

   # Whether the rule runs on every request response,
   # or just the first
   VirtualServer.RuleRunFlag run_frequency;
}
```

The `VirtualServer.Rule` structure includes an enumerated type:

```
enum VirtualServer.RuleRunFlag {
   # Run on every request or response
   run_every,
```

1. The Traffic Manager WSDL interface specifications are located in `$ZEUSHOME/zxtm/etc/wsdl/`

```
   # Run only on the first request or response
   only_first
}
```

Your SOAP toolkit represents these WSDL methods, structures, and enumerated types in a form appropriate for the language in use:

- Perl uses methods in the SOAP::Lite object. Structures map straightforwardly onto Perl associative arrays. You need to provide an explicit deserializer to typecast enumerated type values into string values. For details, see "Using Perl SOAP::Lite" on page 19
- The C# and Java toolkits provide a means to convert the WSDL files into C# or Java source files, with fully typed classes, structures, and enumerations to represent the SOAP methods, structures, and enumerated types.

For a worked example that illustrates the use of the methods, structures, and enumerations, see "Sample Control API Applications" on page 25.

## VirtualServer

URI: http://soap.zeus.com/zxtm/1.0/VirtualServer/

The VirtualServer interface allows management of Virtual Server objects. Using this interface, you can create, delete and rename virtual server objects, and manage their configuration.

### Methods

#### addCompletionRules( names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on the completion of a transaction for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in.

```
void addCompletionRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

#### addCompletionRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on the completion of a transaction for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in. This is a location specific function, any action will operate on the specified location.

```
void addCompletionRulesByLocation(
   String location
   String[] names
```


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```
   VirtualServer.Rule[][] rules
)
```

### addCompressionMIMETypes( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

For each named virtual server, add new MIME types to the list of types to compress.

```
void addCompressionMIMETypes(
   String[] names
   String[][] values
)
```

### addCompressionMIMETypesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

For each named virtual server, add new MIME types to the list of types to compress. This is a location specific function, any action will operate on the specified location.

```
void addCompressionMIMETypesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addDNSZones( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add Space separated list of DNS zones

```
void addDNSZones(
   String[] names
   String[][] values
)
```

### addDNSZonesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add Space separated list of DNS zones This is a location specific function, any action will operate on the specified location.

```
void addDNSZonesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addGLBServices( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add GLB Services used by the virtual server

```
void addGLBServices(
   String[] names
   String[][] values
)
```

### addGLBServicesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add GLB Services used by the virtual server This is a location specific function, any action will operate on the specified location.

```
void addGLBServicesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addHTTP2HeadersIndexBlacklist( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add a list of header names that should never be compressed using indexing.

```
void addHTTP2HeadersIndexBlacklist(
   String[] names
   String[][] values
)
```

### addHTTP2HeadersIndexBlacklistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add a list of header names that should never be compressed using indexing. This is a location specific function, any action will operate on the specified location.

```
void addHTTP2HeadersIndexBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### addHTTP2HeadersIndexWhitelist( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add a list of header names that can be compressed using indexing when the default is to never index.

```
void addHTTP2HeadersIndexWhitelist(
   String[] names
   String[][] values
)
```

### addHTTP2HeadersIndexWhitelistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add a list of header names that can be compressed using indexing when the default is to never index. This is a location specific function, any action will operate on the specified location.

```
void addHTTP2HeadersIndexWhitelistByLocation(
   String location
   String[] names
   String[][] values
)
```


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### addResponseRules( names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on server responses for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in.

```
void addResponseRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

### addResponseRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on server responses for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in. This is a location specific function, any action will operate on the specified location.

```
void addResponseRulesByLocation(
   String location
   String[] names
   VirtualServer.Rule[][] rules
)
```

### addRules( names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on client requests for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in.

```
void addRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

### addRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new rules to be run on client requests for each of the named virtual servers. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in. This is a location specific function, any action will operate on the specified location.

```
void addRulesByLocation(
   String location
   String[] names
   VirtualServer.Rule[][] rules
)
```

### addSSLClientCertificateAuthorities( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new certificate authorities for validating client certificates for each of the named virtual servers.

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```
void addSSLClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### addSSLClientCertificateAuthoritiesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new certificate authorities for validating client certificates for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void addSSLClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addSSLNeverExpiringClientCertificateAuthorities( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed, for each of the named virtual servers.

```
void addSSLNeverExpiringClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### addSSLNeverExpiringClientCertificateAuthoritiesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void addSSLNeverExpiringClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addSSLOCSPIssuers( names, ssl_ocsp_issuers ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Adds mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings.

```
void addSSLOCSPIssuers(
   String[] names
   VirtualServer.SSLOCSPIssuer[][] ssl_ocsp_issuers
)
```


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### addSSLOCSPIssuersByLocation( location, names, ssl_ocsp_issuers ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Adds mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings. This is a location specific function, any action will operate on the specified location.

```
void addSSLOCSPIssuersByLocation(
   String location
   String[] names
   VirtualServer.SSLOCSPIssuer[][] ssl_ocsp_issuers
)
```

### addSSLSites( names, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Adds the specified SSLSite objects to the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog.

```
void addSSLSites(
   String[] names
   VirtualServer.SSLSite[][] ssl_sites
)
```

### addSSLSitesByLocation( location, names, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Adds the specified SSLSite objects to the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
void addSSLSitesByLocation(
   String location
   String[] names
   VirtualServer.SSLSite[][] ssl_sites
)
```

### addSSLSitesEx( names, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Adds the specified SSLSiteAlt objects to the named virtual servers. These objects are mappings between destination addresses and the certificates used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog.

```
void addSSLSitesEx(
   String[] names
   VirtualServer.SSLSiteAlt[][] ssl_sites
)
```

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### addSSLSitesExByLocation( location, names, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Adds the specified SSLSiteAlt objects to the named virtual servers. These objects are mappings between destination addresses and the certificates used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
void addSSLSitesExByLocation(
   String location
   String[] names
   VirtualServer.SSLSiteAlt[][] ssl_sites
)
```

### addTransactionExportHTTPHeaderBlacklist( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export.

```
void addTransactionExportHTTPHeaderBlacklist(
   String[] names
   String[][] values
)
```

### addTransactionExportHTTPHeaderBlacklistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export. This is a location specific function, any action will operate on the specified location.

```
void addTransactionExportHTTPHeaderBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### addVirtualServer( names, info ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidInput

Add each virtual servers, using the provided BasicInfo.

```
void addVirtualServer(
   String[] names
   VirtualServer.BasicInfo[] info
)
```

### copyVirtualServer( names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError

Rename each of the named virtual servers.

```
void copyVirtualServer(
```


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```
   String[] names
   String[] new_names
)
```

### deleteSSLSites( names, site_ips ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Deletes the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog.

```
void deleteSSLSites(
   String[] names
   String[][] site_ips
)
```

### deleteSSLSitesByLocation( location, names, site_ips ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Deletes the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
void deleteSSLSitesByLocation(
   String location
   String[] names
   String[][] site_ips
)
```

### deleteVirtualServer( names ) throws ObjectDoesNotExist, DeploymentError

Delete each of the named virtual servers.

```
void deleteVirtualServer(
   String[] names
)
```

### editSSLSites( names, site_ips, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Edits the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog.

```
void editSSLSites(
   String[] names
   String[][] site_ips
   VirtualServer.SSLSite[][] ssl_sites
)
```

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### editSSLSitesByLocation( location, names, site_ips, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Edits the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificate used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
void editSSLSitesByLocation(
   String location
   String[] names
   String[][] site_ips
   VirtualServer.SSLSite[][] ssl_sites
)
```

### editSSLSitesEx( names, site_ips, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Edits the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificates used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog.

```
void editSSLSitesEx(
   String[] names
   String[][] site_ips
   VirtualServer.SSLSiteAlt[][] ssl_sites
)
```

### editSSLSitesExByLocation( location, names, site_ips, ssl_sites ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Edits the SSLSite objects that act on the IP addresses in the site_ips array for each of the named virtual servers. These objects are mappings between destination addresses and the certificates used for SSL decryption those addresses. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
void editSSLSitesExByLocation(
   String location
   String[] names
   String[][] site_ips
   VirtualServer.SSLSiteAlt[][] ssl_sites
)
```

### getAddClusterClientIPHeader( names ) throws ObjectDoesNotExist

Get whether an 'X-Cluster-Client-Ip' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Cluster-Client-Ip' header contains the client's IP address.

```
Boolean[] getAddClusterClientIPHeader(
   String[] names
)
```


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### getAddClusterClientIPHeaderByLocation( location, names ) throws ObjectDoesNotExist

Get whether an 'X-Cluster-Client-Ip' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Cluster-Client-Ip' header contains the client's IP address. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAddClusterClientIPHeaderByLocation(
   String location
   String[] names
)
```

### getAddXForwardedForHeader( names ) throws ObjectDoesNotExist

Get whether the remote client's IP address should be appended to the X-Forwarded-For header. The 'X-Forwarded-For' header contains the client's IP address.

```
Boolean[] getAddXForwardedForHeader(
   String[] names
)
```

### getAddXForwardedForHeaderByLocation( location, names ) throws ObjectDoesNotExist

Get whether the remote client's IP address should be appended to the X-Forwarded-For header. The 'X-Forwarded-For' header contains the client's IP address. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAddXForwardedForHeaderByLocation(
   String location
   String[] names
)
```

### getAddXForwardedProtoHeader( names ) throws ObjectDoesNotExist

Get whether an 'X-Forwarded-Proto' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Forwarded-Proto' header contains the protocol the client used to connect to the traffic manager

```
Boolean[] getAddXForwardedProtoHeader(
   String[] names
)
```

### getAddXForwardedProtoHeaderByLocation( location, names ) throws ObjectDoesNotExist

Get whether an 'X-Forwarded-Proto' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Forwarded-Proto' header contains the protocol the client used to connect to the traffic manager This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAddXForwardedProtoHeaderByLocation(
   String location
   String[] names
)
```

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### getAptimizerEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should optimize web content.

```
Boolean[] getAptimizerEnabled(
   String[] names
)
```

### getAptimizerEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should optimize web content. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAptimizerEnabledByLocation(
   String location
   String[] names
)
```

### getAuthSamlIdp( names ) throws ObjectDoesNotExist

Get the name of the Trusted Identity Provider configuration to use.

```
String[] getAuthSamlIdp(
   String[] names
)
```

### getAuthSamlIdpByLocation( location, names ) throws ObjectDoesNotExist

Get the name of the Trusted Identity Provider configuration to use. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthSamlIdpByLocation(
   String location
   String[] names
)
```

### getAuthSamlNameIdFormat( names ) throws ObjectDoesNotExist

Get the desired nameid format.

```
VirtualServer.AuthSamlNameIdFormat[] getAuthSamlNameIdFormat(
   String[] names
)
```

### getAuthSamlNameIdFormatByLocation( location, names ) throws ObjectDoesNotExist

Get the desired nameid format. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.AuthSamlNameIdFormat[] getAuthSamlNameIdFormatByLocation(
   String location
   String[] names
)
```


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### getAuthSamlSpAcsUrl( names ) throws ObjectDoesNotExist

Get the URL of the assertion consumer service.

```
String[] getAuthSamlSpAcsUrl(
   String[] names
)
```

### getAuthSamlSpAcsUrlByLocation( location, names ) throws ObjectDoesNotExist

Get the URL of the assertion consumer service. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthSamlSpAcsUrlByLocation(
   String location
   String[] names
)
```

### getAuthSamlSpEntityId( names ) throws ObjectDoesNotExist

Get the entity id of this service provider.

```
String[] getAuthSamlSpEntityId(
   String[] names
)
```

### getAuthSamlSpEntityIdByLocation( location, names ) throws ObjectDoesNotExist

Get the entity id of this service provider. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthSamlSpEntityIdByLocation(
   String location
   String[] names
)
```

### getAuthSamlTimeTolerance( names ) throws ObjectDoesNotExist

Get the time tolerance on authentication checks (in seconds)

```
Unsigned Integer[] getAuthSamlTimeTolerance(
   String[] names
)
```

### getAuthSamlTimeToleranceByLocation( location, names ) throws ObjectDoesNotExist

Get the time tolerance on authentication checks (in seconds) This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAuthSamlTimeToleranceByLocation(
   String location
   String[] names
)
```

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### getAuthSessionCookieAttributes( names ) throws ObjectDoesNotExist

Get the attributes of the cookie used for the authentication session.

```
String[] getAuthSessionCookieAttributes(
   String[] names
)
```

### getAuthSessionCookieAttributesByLocation( location, names ) throws ObjectDoesNotExist

Get the attributes of the cookie used for the authentication session. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthSessionCookieAttributesByLocation(
   String location
   String[] names
)
```

### getAuthSessionCookieName( names ) throws ObjectDoesNotExist

Get the name of the cookie used for the authentication session.

```
String[] getAuthSessionCookieName(
   String[] names
)
```

### getAuthSessionCookieNameByLocation( location, names ) throws ObjectDoesNotExist

Get the name of the cookie used for the authentication session. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthSessionCookieNameByLocation(
   String location
   String[] names
)
```

### getAuthSessionLogExternalState( names ) throws ObjectDoesNotExist

Get plaintext logging of encrypted authentication session state

```
Boolean[] getAuthSessionLogExternalState(
   String[] names
)
```

### getAuthSessionLogExternalStateByLocation( location, names ) throws ObjectDoesNotExist

Get plaintext logging of encrypted authentication session state This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAuthSessionLogExternalStateByLocation(
   String location
   String[] names
)
```


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### getAuthSessionTimeout( names ) throws ObjectDoesNotExist

Get the authentication session timeout (in seconds)

```
Unsigned Integer[] getAuthSessionTimeout(
   String[] names
)
```

### getAuthSessionTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the authentication session timeout (in seconds) This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAuthSessionTimeoutByLocation(
   String location
   String[] names
)
```

### getAuthType( names ) throws ObjectDoesNotExist

Get the type of authentication to apply to requests to the virtual server.

```
VirtualServer.AuthType[] getAuthType(
   String[] names
)
```

### getAuthTypeByLocation( location, names ) throws ObjectDoesNotExist

Get the type of authentication to apply to requests to the virtual server. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.AuthType[] getAuthTypeByLocation(
   String location
   String[] names
)
```

### getAuthVerbose( names ) throws ObjectDoesNotExist

Get whether vserver authentication events should be logged in detail

```
Boolean[] getAuthVerbose(
   String[] names
)
```

### getAuthVerboseByLocation( location, names ) throws ObjectDoesNotExist

Get whether vserver authentication events should be logged in detail This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAuthVerboseByLocation(
   String location
   String[] names
)
```

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### getAutodetectUpgradeHeaders( names ) throws ObjectDoesNotExist

Get whether the traffic manager should check for HTTP responses that confirm an upgrade to the WebSockets protocol and automatically stop any protocol-specific processing for that connection when detected.

```
Boolean[] getAutodetectUpgradeHeaders(
   String[] names
)
```

### getAutodetectUpgradeHeadersByLocation( location, names ) throws ObjectDoesNotExist

Get whether the traffic manager should check for HTTP responses that confirm an upgrade to the WebSockets protocol and automatically stop any protocol-specific processing for that connection when detected. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAutodetectUpgradeHeadersByLocation(
   String location
   String[] names
)
```

### getBandwidthClass( names ) throws ObjectDoesNotExist

Get the Bandwidth Class that each of the named virtual servers uses.

```
String[] getBandwidthClass(
   String[] names
)
```

### getBandwidthClassByLocation( location, names ) throws ObjectDoesNotExist

Get the Bandwidth Class that each of the named virtual servers uses. This is a location specific function, any action will operate on the specified location.

```
String[] getBandwidthClassByLocation(
   String location
   String[] names
)
```

### getBasicInfo( names ) throws ObjectDoesNotExist

Get the basic information for each of the named virtual servers. This information includes the port, the protocol the virtual server handles and the default pool for the traffic.

```
VirtualServer.BasicInfo[] getBasicInfo(
   String[] names
)
```

### getBasicInfoByLocation( location, names ) throws ObjectDoesNotExist

Get the basic information for each of the named virtual servers. This information includes the port, the protocol the virtual server handles and the default pool for the traffic. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.BasicInfo[] getBasicInfoByLocation(
   String location
```


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```
   String[] names
)
```

### getBypassDataPlaneAcceleration( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getBypassDataPlaneAcceleration(
   String[] names
)
```

### getBypassDataPlaneAccelerationByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getBypassDataPlaneAccelerationByLocation(
   String location
   String[] names
)
```

### getCloseWithRst( names ) throws ObjectDoesNotExist

Get whether connections from clients should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state.

```
Boolean[] getCloseWithRst(
   String[] names
)
```

### getCloseWithRstByLocation( location, names ) throws ObjectDoesNotExist

Get whether connections from clients should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getCloseWithRstByLocation(
   String location
   String[] names
)
```

### getCompletionRules( names ) throws ObjectDoesNotExist

Get the rules that are run on the completion of a transaction for each of the named virtual servers.

```
VirtualServer.Rule[][] getCompletionRules(
   String[] names
)
```

### getCompletionRulesByLocation( location, names ) throws ObjectDoesNotExist

Get the rules that are run on the completion of a transaction for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.Rule[][] getCompletionRulesByLocation(
   String location
   String[] names
```

```
)
```

### getCompressUnknownSize( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should compress documents with no given size.

```
Boolean[] getCompressUnknownSize(
   String[] names
)
```

### getCompressUnknownSizeByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should compress documents with no given size. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getCompressUnknownSizeByLocation(
   String location
   String[] names
)
```

### getCompressionETagRewrite( names ) throws ObjectDoesNotExist

Get how the ETag header should be manipulated when compressing content.

```
VirtualServer.CompressionETagRewrite[] getCompressionETagRewrite(
   String[] names
)
```

### getCompressionETagRewriteByLocation( location, names ) throws ObjectDoesNotExist

Get how the ETag header should be manipulated when compressing content. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.CompressionETagRewrite[] getCompressionETagRewriteByLocation(
   String location
   String[] names
)
```

### getCompressionEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should compress web pages before sending to the client.

```
Boolean[] getCompressionEnabled(
   String[] names
)
```

### getCompressionEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should compress web pages before sending to the client. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getCompressionEnabledByLocation(
   String location
   String[] names
)
```


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### getCompressionLevel( names ) throws ObjectDoesNotExist

Get the gzip compression level, for each of the named virtual servers.

```
Unsigned Integer[] getCompressionLevel(
   String[] names
)
```

### getCompressionLevelByLocation( location, names ) throws ObjectDoesNotExist

Get the gzip compression level, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getCompressionLevelByLocation(
   String location
   String[] names
)
```

### getCompressionMIMETypes( names ) throws ObjectDoesNotExist

Get the list of MIME types to compress, for each of the named virtual servers.

```
String[][] getCompressionMIMETypes(
   String[] names
)
```

### getCompressionMIMETypesByLocation( location, names ) throws ObjectDoesNotExist

Get the list of MIME types to compress, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[][] getCompressionMIMETypesByLocation(
   String location
   String[] names
)
```

### getCompressionMaxSize( names ) throws ObjectDoesNotExist

Get the maximum document size to compress, in bytes, for each of the named virtual servers. A document size of '0' means 'unlimited'.

```
Unsigned Integer[] getCompressionMaxSize(
   String[] names
)
```

### getCompressionMaxSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum document size to compress, in bytes, for each of the named virtual servers. A document size of '0' means 'unlimited'. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getCompressionMaxSizeByLocation(
   String location
   String[] names
)
```

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### getCompressionMinSize( names ) throws ObjectDoesNotExist

Get the minimum document size to compress, in bytes, for each of the named virtual servers.

```
Unsigned Integer[] getCompressionMinSize(
   String[] names
)
```

### getCompressionMinSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the minimum document size to compress, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getCompressionMinSizeByLocation(
   String location
   String[] names
)
```

### getConnectTimeout( names ) throws ObjectDoesNotExist

Get the time, in seconds, for which an established connection can remain idle waiting for some initial data to be received from the client. The initial data is defined as a complete set of request headers for HTTP, SIP and RTSP services, or the first byte of data for all other services. A value of 0 will disable the timeout.

```
Unsigned Integer[] getConnectTimeout(
   String[] names
)
```

### getConnectTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time, in seconds, for which an established connection can remain idle waiting for some initial data to be received from the client. The initial data is defined as a complete set of request headers for HTTP, SIP and RTSP services, or the first byte of data for all other services. A value of 0 will disable the timeout. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getConnectTimeoutByLocation(
   String location
   String[] names
)
```

### getCookieDomainRewriteMode( names ) throws ObjectDoesNotExist

Get how each of the named virtual servers should rewrite the domain portion of cookies set by a back-end web server.

```
VirtualServer.CookieDomainRewriteMode[] getCookieDomainRewriteMode(
   String[] names
)
```

### getCookieDomainRewriteModeByLocation( location, names ) throws ObjectDoesNotExist

Get how each of the named virtual servers should rewrite the domain portion of cookies set by a back-end web server. This is a location specific function, any action will operate on the specified location.


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```
VirtualServer.CookieDomainRewriteMode[] getCookieDomainRewriteModeByLocation(
   String location
   String[] names
)
```

### getCookieNamedDomain( names ) throws ObjectDoesNotExist

Get the domain to use when rewriting cookie domains, for each of the named virtual servers.

```
String[] getCookieNamedDomain(
   String[] names
)
```

### getCookieNamedDomainByLocation( location, names ) throws ObjectDoesNotExist

Get the domain to use when rewriting cookie domains, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[] getCookieNamedDomainByLocation(
   String location
   String[] names
)
```

### getCookiePathRewrite( names ) throws ObjectDoesNotExist

For each of the named virtual servers, get the regex and replacement for rewriting the path portion of a cookie.

```
VirtualServer.RegexReplacement[] getCookiePathRewrite(
   String[] names
)
```

### getCookiePathRewriteByLocation( location, names ) throws ObjectDoesNotExist

For each of the named virtual servers, get the regex and replacement for rewriting the path portion of a cookie. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.RegexReplacement[] getCookiePathRewriteByLocation(
   String location
   String[] names
)
```

### getCookieSecureFlagRewriteMode( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should modify the 'secure' tag of cookies set by a back-end web server.

```
VirtualServer.CookieSecureFlagRewriteMode[] getCookieSecureFlagRewriteMode(
   String[] names
)
```

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### getCookieSecureFlagRewriteModeByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should modify the 'secure' tag of cookies set by a back-end web server. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.CookieSecureFlagRewriteMode[] getCookieSecureFlagRewriteModeByLocation(
   String location
   String[] names
)
```

### getDNSEdnsClientSubnet( names ) throws ObjectDoesNotExist

Get whether use of EDNS client subnet option is enabled

```
Boolean[] getDNSEdnsClientSubnet(
   String[] names
)
```

### getDNSEdnsClientSubnetByLocation( location, names ) throws ObjectDoesNotExist

Get whether use of EDNS client subnet option is enabled This is a location specific function, any action will operate on the specified location.

```
Boolean[] getDNSEdnsClientSubnetByLocation(
   String location
   String[] names
)
```

### getDNSEdnsUdpsize( names ) throws ObjectDoesNotExist

Get EDNS UDP size advertised in responses

```
Unsigned Integer[] getDNSEdnsUdpsize(
   String[] names
)
```

### getDNSEdnsUdpsizeByLocation( location, names ) throws ObjectDoesNotExist

Get EDNS UDP size advertised in responses This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getDNSEdnsUdpsizeByLocation(
   String location
   String[] names
)
```

### getDNSMaxUdpsize( names ) throws ObjectDoesNotExist

Get Maximum UDP answer size

```
Unsigned Integer[] getDNSMaxUdpsize(
   String[] names
)
```


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### getDNSMaxUdpsizeByLocation( location, names ) throws ObjectDoesNotExist

Get Maximum UDP answer size This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getDNSMaxUdpsizeByLocation(
   String location
   String[] names
)
```

### getDNSRecordsetOrder( names ) throws ObjectDoesNotExist

Get order of records in a DNS response

```
VirtualServer.DNSRecordsetOrder[] getDNSRecordsetOrder(
   String[] names
)
```

### getDNSRecordsetOrderByLocation( location, names ) throws ObjectDoesNotExist

Get order of records in a DNS response This is a location specific function, any action will operate on the specified location.

```
VirtualServer.DNSRecordsetOrder[] getDNSRecordsetOrderByLocation(
   String location
   String[] names
)
```

### getDNSVerbose( names ) throws ObjectDoesNotExist

Get whether built-in DNS server should log verbose messges

```
Boolean[] getDNSVerbose(
   String[] names
)
```

### getDNSVerboseByLocation( location, names ) throws ObjectDoesNotExist

Get whether built-in DNS server should log verbose messges This is a location specific function, any action will operate on the specified location.

```
Boolean[] getDNSVerboseByLocation(
   String location
   String[] names
)
```

### getDNSZones( names ) throws ObjectDoesNotExist

Get Space separated list of DNS zones

```
String[][] getDNSZones(
   String[] names
)
```

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### getDNSZonesByLocation( location, names ) throws ObjectDoesNotExist

Get Space separated list of DNS zones This is a location specific function, any action will operate on the specified location.

```
String[][] getDNSZonesByLocation(
   String location
   String[] names
)
```

### getDefaultPool( names ) throws ObjectDoesNotExist

Get the default Pool that traffic is sent to for each of the named virtual servers.

```
String[] getDefaultPool(
   String[] names
)
```

### getDefaultPoolByLocation( location, names ) throws ObjectDoesNotExist

Get the default Pool that traffic is sent to for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[] getDefaultPoolByLocation(
   String location
   String[] names
)
```

### getEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers is enabled (i.e. serving traffic).

```
Boolean[] getEnabled(
   String[] names
)
```

### getEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers is enabled (i.e. serving traffic). This is a location specific function, any action will operate on the specified location.

```
Boolean[] getEnabledByLocation(
   String location
   String[] names
)
```

### getErrorFile( names ) throws ObjectDoesNotExist

Get the file names of the error texts that each of the named virtual servers will send back to a client in case of back-end or internal errors.

```
String[] getErrorFile(
   String[] names
)
```


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### getErrorFileByLocation( location, names ) throws ObjectDoesNotExist

Get the file names of the error texts that each of the named virtual servers will send back to a client in case of back-end or internal errors. This is a location specific function, any action will operate on the specified location.

```
String[] getErrorFileByLocation(
   String location
   String[] names
)
```

### getFTPDataSourcePort( names ) throws ObjectDoesNotExist

Get the source port each of the named virtual servers should use for active-mode FTP data connections. If 0, a random high port will be used, otherwise the specified port will be used. If a port below 1024 is required you must first explicitly permit use of low ports with the ftp_data_bind_low global setting.

```
Unsigned Integer[] getFTPDataSourcePort(
   String[] names
)
```

### getFTPDataSourcePortByLocation( location, names ) throws ObjectDoesNotExist

Get the source port each of the named virtual servers should use for active-mode FTP data connections. If 0, a random high port will be used, otherwise the specified port will be used. If a port below 1024 is required you must first explicitly permit use of low ports with the ftp_data_bind_low global setting. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getFTPDataSourcePortByLocation(
   String location
   String[] names
)
```

### getFTPForceClientSecure( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should require incoming FTP data connections (from clients) to originate from the same IP address as the corresponding control connection.

```
Boolean[] getFTPForceClientSecure(
   String[] names
)
```

### getFTPForceClientSecureByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should require incoming FTP data connections (from clients) to originate from the same IP address as the corresponding control connection. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getFTPForceClientSecureByLocation(
   String location
   String[] names
)
```

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### getFTPForceServerSecure( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should require incoming FTP data connections (from nodes) to originate from the same IP address as the corresponding control connection.

```
Boolean[] getFTPForceServerSecure(
   String[] names
)
```

### getFTPForceServerSecureByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should require incoming FTP data connections (from nodes) to originate from the same IP address as the corresponding control connection. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getFTPForceServerSecureByLocation(
   String location
   String[] names
)
```

### getFTPPortRange( names ) throws ObjectDoesNotExist

Get the port range used for FTP data connections for each of the named virtual servers.

```
VirtualServer.FTPPortRange[] getFTPPortRange(
   String[] names
)
```

### getFTPPortRangeByLocation( location, names ) throws ObjectDoesNotExist

Get the port range used for FTP data connections for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.FTPPortRange[] getFTPPortRangeByLocation(
   String location
   String[] names
)
```

### getFTPSSLData( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should use SSL on the data connection as well as the control connection

```
Boolean[] getFTPSSLData(
   String[] names
)
```

### getFTPSSLDataByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should use SSL on the data connection as well as the control connection This is a location specific function, any action will operate on the specified location.

```
Boolean[] getFTPSSLDataByLocation(
   String location
   String[] names
```


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```
)
```

### getGLBServices( names ) throws ObjectDoesNotExist

Get GLB Services used by the virtual server

```
String[][] getGLBServices(
   String[] names
)
```

### getGLBServicesByLocation( location, names ) throws ObjectDoesNotExist

Get GLB Services used by the virtual server This is a location specific function, any action will operate on the specified location.

```
String[][] getGLBServicesByLocation(
   String location
   String[] names
)
```

### getHTTP2ConnectTimeout( names ) throws ObjectDoesNotExist

Get the time to wait for a request on a new HTTP/2 connection, in seconds. If no request is received in this time, the connection will be closed. This setting overrides 'connect_timeout', and uses the value of 'connect_timeout' if set to zero.

```
Unsigned Integer[] getHTTP2ConnectTimeout(
   String[] names
)
```

### getHTTP2ConnectTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time to wait for a request on a new HTTP/2 connection, in seconds. If no request is received in this time, the connection will be closed. This setting overrides 'connect_timeout', and uses the value of 'connect_timeout' if set to zero. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2ConnectTimeoutByLocation(
   String location
   String[] names
)
```

### getHTTP2DataFrameSize( names ) throws ObjectDoesNotExist

Get the preferred HTTP/2 data frame size

```
Unsigned Integer[] getHTTP2DataFrameSize(
   String[] names
)
```

### getHTTP2DataFrameSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the preferred HTTP/2 data frame size This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2DataFrameSizeByLocation(
   String location
   String[] names
)
```

### getHTTP2Enabled( names ) throws ObjectDoesNotExist

Get allows the HTTP/2 protocol to be used.

```
Boolean[] getHTTP2Enabled(
   String[] names
)
```

### getHTTP2EnabledByLocation( location, names ) throws ObjectDoesNotExist

Get allows the HTTP/2 protocol to be used. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHTTP2EnabledByLocation(
   String location
   String[] names
)
```

### getHTTP2HeaderTableSize( names ) throws ObjectDoesNotExist

Get the amount of memory allowed for header compression

```
Unsigned Integer[] getHTTP2HeaderTableSize(
   String[] names
)
```

### getHTTP2HeaderTableSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the amount of memory allowed for header compression This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2HeaderTableSizeByLocation(
   String location
   String[] names
)
```

### getHTTP2HeadersIndexBlacklist( names ) throws ObjectDoesNotExist

Get a list of header names that should never be compressed using indexing.

```
String[][] getHTTP2HeadersIndexBlacklist(
   String[] names
)
```

### getHTTP2HeadersIndexBlacklistByLocation( location, names ) throws ObjectDoesNotExist

Get a list of header names that should never be compressed using indexing. This is a location specific function, any action will operate on the specified location.

```
String[][] getHTTP2HeadersIndexBlacklistByLocation(
   String location
```


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```
   String[] names
)
```

### getHTTP2HeadersIndexDefault( names ) throws ObjectDoesNotExist

Get whether all HTTP/2 headers should be compressed using indexing, except those specified in the blacklist, or whether all HTTP/2 headers should not be compressed using indexing, except those specified in the whitelist.

```
Boolean[] getHTTP2HeadersIndexDefault(
   String[] names
)
```

### getHTTP2HeadersIndexDefaultByLocation( location, names ) throws ObjectDoesNotExist

Get whether all HTTP/2 headers should be compressed using indexing, except those specified in the blacklist, or whether all HTTP/2 headers should not be compressed using indexing, except those specified in the whitelist. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHTTP2HeadersIndexDefaultByLocation(
   String location
   String[] names
)
```

### getHTTP2HeadersIndexWhitelist( names ) throws ObjectDoesNotExist

Get a list of header names that can be compressed using indexing when the default is to never index.

```
String[][] getHTTP2HeadersIndexWhitelist(
   String[] names
)
```

### getHTTP2HeadersIndexWhitelistByLocation( location, names ) throws ObjectDoesNotExist

Get a list of header names that can be compressed using indexing when the default is to never index. This is a location specific function, any action will operate on the specified location.

```
String[][] getHTTP2HeadersIndexWhitelistByLocation(
   String location
   String[] names
)
```

### getHTTP2HeadersSizeLimit( names ) throws ObjectDoesNotExist

Get the maximum size, in bytes, of decompressed headers for an HTTP/2 request.

```
Unsigned Integer[] getHTTP2HeadersSizeLimit(
   String[] names
)
```

### getHTTP2HeadersSizeLimitByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum size, in bytes, of decompressed headers for an HTTP/2 request. This is a location specific function, any action will operate on the specified location.

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```
Unsigned Integer[] getHTTP2HeadersSizeLimitByLocation(
   String location
   String[] names
)
```

### getHTTP2IdleTimeoutNoStreams( names ) throws ObjectDoesNotExist

Get the time to wait for an HTTP/2 request on a previously used HTTP/2 connection with no open streams.

```
Unsigned Integer[] getHTTP2IdleTimeoutNoStreams(
   String[] names
)
```

### getHTTP2IdleTimeoutNoStreamsByLocation( location, names ) throws ObjectDoesNotExist

Get the time to wait for an HTTP/2 request on a previously used HTTP/2 connection with no open streams. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2IdleTimeoutNoStreamsByLocation(
   String location
   String[] names
)
```

### getHTTP2IdleTimeoutOpenStreams( names ) throws ObjectDoesNotExist

Get the time to wait for data on an HTTP/2 connection with open streams that haven't sent data recently

```
Unsigned Integer[] getHTTP2IdleTimeoutOpenStreams(
   String[] names
)
```

### getHTTP2IdleTimeoutOpenStreamsByLocation( location, names ) throws ObjectDoesNotExist

Get the time to wait for data on an HTTP/2 connection with open streams that haven't sent data recently This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2IdleTimeoutOpenStreamsByLocation(
   String location
   String[] names
)
```

### getHTTP2MaxConcurrentStreams( names ) throws ObjectDoesNotExist

Get the number of concurrent streams allowed

```
Unsigned Integer[] getHTTP2MaxConcurrentStreams(
   String[] names
)
```

### getHTTP2MaxConcurrentStreamsByLocation( location, names ) throws ObjectDoesNotExist

Get the number of concurrent streams allowed This is a location specific function, any action will operate on the specified location.


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```
Unsigned Integer[] getHTTP2MaxConcurrentStreamsByLocation(
   String location
   String[] names
)
```

### getHTTP2MaxFrameSize( names ) throws ObjectDoesNotExist

Get the maximum HTTP/2 frame size

```
Unsigned Integer[] getHTTP2MaxFrameSize(
   String[] names
)
```

### getHTTP2MaxFrameSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum HTTP/2 frame size This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2MaxFrameSizeByLocation(
   String location
   String[] names
)
```

### getHTTP2MaxHeaderPadding( names ) throws ObjectDoesNotExist

Get the maximum size, in bytes, of random-length padding to add to HTTP/2 header frames

```
Unsigned Integer[] getHTTP2MaxHeaderPadding(
   String[] names
)
```

### getHTTP2MaxHeaderPaddingByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum size, in bytes, of random-length padding to add to HTTP/2 header frames This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2MaxHeaderPaddingByLocation(
   String location
   String[] names
)
```

### getHTTP2MergeCookieHeaders( names ) throws ObjectDoesNotExist

Get whether Cookie headers received from an HTTP/2 client should be merged into a single Cookie header before forwarding to an HTTP/1.1 server.

```
Boolean[] getHTTP2MergeCookieHeaders(
   String[] names
)
```

### getHTTP2MergeCookieHeadersByLocation( location, names ) throws ObjectDoesNotExist

Get whether Cookie headers received from an HTTP/2 client should be merged into a single Cookie header before forwarding to an HTTP/1.1 server. This is a location specific function, any action will operate on the specified location.

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```
Boolean[] getHTTP2MergeCookieHeadersByLocation(
   String location
   String[] names
)
```

### getHTTP2StreamWindowSize( names ) throws ObjectDoesNotExist

Get the flow control window size

```
Unsigned Integer[] getHTTP2StreamWindowSize(
   String[] names
)
```

### getHTTP2StreamWindowSizeByLocation( location, names ) throws ObjectDoesNotExist

Get the flow control window size This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHTTP2StreamWindowSizeByLocation(
   String location
   String[] names
)
```

### getHttpChunkOverheadForwarding( names ) throws ObjectDoesNotExist

Get how to handle forwarding of data that is pure HTTP chunking overhead.

```
VirtualServer.HttpChunkOverheadForwarding[] getHttpChunkOverheadForwarding(
   String[] names
)
```

### getHttpChunkOverheadForwardingByLocation( location, names ) throws ObjectDoesNotExist

Get how to handle forwarding of data that is pure HTTP chunking overhead. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.HttpChunkOverheadForwarding[] getHttpChunkOverheadForwardingByLocation(
   String location
   String[] names
)
```

### getKeepalive( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should allow clients to maintain keepalive connections.

```
Boolean[] getKeepalive(
   String[] names
)
```

### getKeepaliveByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should allow clients to maintain keepalive connections. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getKeepaliveByLocation(
```


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```
   String location
   String[] names
)
```

### getKeepaliveTimeout( names ) throws ObjectDoesNotExist

Get the time that an idle keepalive connection should be kept open for, in seconds, for each of the named virtual servers.

```
Unsigned Integer[] getKeepaliveTimeout(
   String[] names
)
```

### getKeepaliveTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time that an idle keepalive connection should be kept open for, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getKeepaliveTimeoutByLocation(
   String location
   String[] names
)
```

### getKerberosProtocolTransitionEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should use Kerberos Protocol Transition.

```
Boolean[] getKerberosProtocolTransitionEnabled(
   String[] names
)
```

### getKerberosProtocolTransitionEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should use Kerberos Protocol Transition. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getKerberosProtocolTransitionEnabledByLocation(
   String location
   String[] names
)
```

### getKerberosProtocolTransitionPrincipal( names ) throws ObjectDoesNotExist

Get the Kerberos principal that each of the named virtual servers uses to perform Kerberos Protocol Transition

```
String[] getKerberosProtocolTransitionPrincipal(
   String[] names
)
```

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### getKerberosProtocolTransitionPrincipalByLocation( location, names ) throws ObjectDoesNotExist

Get the Kerberos principal that each of the named virtual servers uses to perform Kerberos Protocol Transition This is a location specific function, any action will operate on the specified location.

```
String[] getKerberosProtocolTransitionPrincipalByLocation(
   String location
   String[] names
)
```

### getKerberosProtocolTransitionTarget( names ) throws ObjectDoesNotExist

Get the Kerberos principal name of the service that each of the named virtual servers targets

```
String[] getKerberosProtocolTransitionTarget(
   String[] names
)
```

### getKerberosProtocolTransitionTargetByLocation( location, names ) throws ObjectDoesNotExist

Get the Kerberos principal name of the service that each of the named virtual servers targets This is a location specific function, any action will operate on the specified location.

```
String[] getKerberosProtocolTransitionTargetByLocation(
   String location
   String[] names
)
```

### getL4AccelRSTOnServiceFailure( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelRSTOnServiceFailure(
   String[] names
)
```

### getL4AccelRSTOnServiceFailureByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelRSTOnServiceFailureByLocation(
   String location
   String[] names
)
```

### getL4AccelServiceIPSNAT( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelServiceIPSNAT(
   String[] names
)
```


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### getL4AccelServiceIPSNATByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelServiceIPSNATByLocation(
   String location
   String[] names
)
```

### getL4AccelStateSync( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelStateSync(
   String[] names
)
```

### getL4AccelStateSyncByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelStateSyncByLocation(
   String location
   String[] names
)
```

### getL4AccelTCPMaxSegmentLifetime( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer[] getL4AccelTCPMaxSegmentLifetime(
   String[] names
)
```

### getL4AccelTCPMaxSegmentLifetimeByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer[] getL4AccelTCPMaxSegmentLifetimeByLocation(
   String location
   String[] names
)
```

### getL4AccelTimeout( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer[] getL4AccelTimeout(
   String[] names
)
```

### getL4AccelTimeoutByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer[] getL4AccelTimeoutByLocation(
```

```
   String location
   String[] names
)
```

### getL4AccelUDPCountRequests( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelUDPCountRequests(
   String[] names
)
```

### getL4AccelUDPCountRequestsByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelUDPCountRequestsByLocation(
   String location
   String[] names
)
```

### getListenAddresses( names ) throws ObjectDoesNotExist

Get the specific IP addresses and hostnames that each of the named virtual servers are listening on. This will return an empty array for a virtual server if it is listening on all addresses.

```
String[][] getListenAddresses(
   String[] names
)
```

### getListenAddressesByLocation( location, names ) throws ObjectDoesNotExist

Get the specific IP addresses and hostnames that each of the named virtual servers are listening on. This will return an empty array for a virtual server if it is listening on all addresses. This is a location specific function, any action will operate on the specified location.

```
String[][] getListenAddressesByLocation(
   String location
   String[] names
)
```

### getListenOnAllAddresses( names ) throws ObjectDoesNotExist

For each of the named virtual servers, gets whether the virtual server is listening on all IP addresses

```
Boolean[] getListenOnAllAddresses(
   String[] names
)
```

### getListenOnAllAddressesByLocation( location, names ) throws ObjectDoesNotExist

For each of the named virtual servers, gets whether the virtual server is listening on all IP addresses This is a location specific function, any action will operate on the specified location.

```
Boolean[] getListenOnAllAddressesByLocation(
```


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```
   String location
   String[] names
)
```

### getListenTrafficIPGroups( names ) throws ObjectDoesNotExist

Get the specific Traffic IP Groups that each named virtual server listens on. This will return an empty array for a virtual server if it is listening on all addresses.

```
String[][] getListenTrafficIPGroups(
   String[] names
)
```

### getListenTrafficIPGroupsByLocation( location, names ) throws ObjectDoesNotExist

Get the specific Traffic IP Groups that each named virtual server listens on. This will return an empty array for a virtual server if it is listening on all addresses. This is a location specific function, any action will operate on the specified location.

```
String[][] getListenTrafficIPGroupsByLocation(
   String location
   String[] names
)
```

### getLocationDefaultRewriteMode( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should rewrite the 'Location' header. The rewrite is only performed if the location rewrite regex didn't match.

```
VirtualServer.LocationDefaultRewriteMode[] getLocationDefaultRewriteMode(
   String[] names
)
```

### getLocationDefaultRewriteModeByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should rewrite the 'Location' header. The rewrite is only performed if the location rewrite regex didn't match. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.LocationDefaultRewriteMode[] getLocationDefaultRewriteModeByLocation(
   String location
   String[] names
)
```

### getLocationRewrite( names ) throws ObjectDoesNotExist

For each of the named virtual servers, get the regex, and replacement for rewriting any 'Location' headers.

```
VirtualServer.RegexReplacement[] getLocationRewrite(
   String[] names
)
```

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### getLocationRewriteByLocation( location, names ) throws ObjectDoesNotExist

For each of the named virtual servers, get the regex, and replacement for rewriting any 'Location' headers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.RegexReplacement[] getLocationRewriteByLocation(
   String location
   String[] names
)
```

### getLogClientConnectionFailures( names ) throws ObjectDoesNotExist

Get whether the virtual server will log client connection failures.

```
Boolean[] getLogClientConnectionFailures(
   String[] names
)
```

### getLogClientConnectionFailuresByLocation( location, names ) throws ObjectDoesNotExist

Get whether the virtual server will log client connection failures. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogClientConnectionFailuresByLocation(
   String location
   String[] names
)
```

### getLogEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should log each connection to a disk on the file system.

```
Boolean[] getLogEnabled(
   String[] names
)
```

### getLogEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should log each connection to a disk on the file system. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogEnabledByLocation(
   String location
   String[] names
)
```

### getLogFilename( names ) throws ObjectDoesNotExist

Get the name of the file used to store request logs, for each of the named virtual servers.

```
String[] getLogFilename(
   String[] names
)
```


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### getLogFilenameByLocation( location, names ) throws ObjectDoesNotExist

Get the name of the file used to store request logs, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[] getLogFilenameByLocation(
   String location
   String[] names
)
```

### getLogFormat( names ) throws ObjectDoesNotExist

Get the log file format for each of the named virtual servers.

```
String[] getLogFormat(
   String[] names
)
```

### getLogFormatByLocation( location, names ) throws ObjectDoesNotExist

Get the log file format for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[] getLogFormatByLocation(
   String location
   String[] names
)
```

### getLogSSLFailures( names ) throws ObjectDoesNotExist

Get whether the virtual server will log ssl failures.

```
Boolean[] getLogSSLFailures(
   String[] names
)
```

### getLogSSLFailuresByLocation( location, names ) throws ObjectDoesNotExist

Get whether the virtual server will log ssl failures. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogSSLFailuresByLocation(
   String location
   String[] names
)
```

### getLogSSLResumptionFailures( names ) throws ObjectDoesNotExist

Get whether the virtual server will log messages when attempts to resume SSL sessions fail.

```
Boolean[] getLogSSLResumptionFailures(
   String[] names
)
```

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### getLogSSLResumptionFailuresByLocation( location, names ) throws ObjectDoesNotExist

Get whether the virtual server will log messages when attempts to resume SSL sessions fail. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogSSLResumptionFailuresByLocation(
   String location
   String[] names
)
```

### getLogSaveAll( names ) throws ObjectDoesNotExist

Get whether to log all connections by default, or log no connections by default.

```
Boolean[] getLogSaveAll(
   String[] names
)
```

### getLogSaveAllByLocation( location, names ) throws ObjectDoesNotExist

Get whether to log all connections by default, or log no connections by default. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogSaveAllByLocation(
   String location
   String[] names
)
```

### getLogServerConnectionFailures( names ) throws ObjectDoesNotExist

Get whether the virtual server will log server connection failures.

```
Boolean[] getLogServerConnectionFailures(
   String[] names
)
```

### getLogServerConnectionFailuresByLocation( location, names ) throws ObjectDoesNotExist

Get whether the virtual server will log server connection failures. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogServerConnectionFailuresByLocation(
   String location
   String[] names
)
```

### getLogSessionPersistenceVerbose( names ) throws ObjectDoesNotExist

Get whether the virtual server will log session persistence events.

```
Boolean[] getLogSessionPersistenceVerbose(
   String[] names
)
```


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### getLogSessionPersistenceVerboseByLocation( location, names ) throws ObjectDoesNotExist

Get whether the virtual server will log session persistence events. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogSessionPersistenceVerboseByLocation(
   String location
   String[] names
)
```

### getMIMEAutoDetect( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should auto-detect MIME types if the server does not provide them.

```
Boolean[] getMIMEAutoDetect(
   String[] names
)
```

### getMIMEAutoDetectByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should auto-detect MIME types if the server does not provide them. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getMIMEAutoDetectByLocation(
   String location
   String[] names
)
```

### getMIMEDefaultType( names ) throws ObjectDoesNotExist

Get the MIME type that the server uses as its 'default', for each of the named virtual servers. Responses with this mime type will be auto-corrected by the virtual server if this setting is enabled.

```
String[] getMIMEDefaultType(
   String[] names
)
```

### getMIMEDefaultTypeByLocation( location, names ) throws ObjectDoesNotExist

Get the MIME type that the server uses as its 'default', for each of the named virtual servers. Responses with this mime type will be auto-corrected by the virtual server if this setting is enabled. This is a location specific function, any action will operate on the specified location.

```
String[] getMIMEDefaultTypeByLocation(
   String location
   String[] names
)
```

### getMaxClientBuffer( names ) throws ObjectDoesNotExist

Get the amount of memory used to store data sent by the client, in bytes, for each of the named virtual servers.

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```
Unsigned Integer[] getMaxClientBuffer(
   String[] names
)
```

### getMaxClientBufferByLocation( location, names ) throws ObjectDoesNotExist

Get the amount of memory used to store data sent by the client, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxClientBufferByLocation(
   String location
   String[] names
)
```

### getMaxConcurrentConnections( names ) throws ObjectDoesNotExist

Get sets the maximum number of concurrent TCP connections this virtual server will accept. A value of 0 will allow unlimited concurrent TCP connections to this virtual server.

```
Unsigned Integer[] getMaxConcurrentConnections(
   String[] names
)
```

### getMaxConcurrentConnectionsByLocation( location, names ) throws ObjectDoesNotExist

Get sets the maximum number of concurrent TCP connections this virtual server will accept. A value of 0 will allow unlimited concurrent TCP connections to this virtual server. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxConcurrentConnectionsByLocation(
   String location
   String[] names
)
```

### getMaxServerBuffer( names ) throws ObjectDoesNotExist

Get the amount of memory used to store data returned by the server, in bytes, for each of the named virtual servers.

```
Unsigned Integer[] getMaxServerBuffer(
   String[] names
)
```

### getMaxServerBufferByLocation( location, names ) throws ObjectDoesNotExist

Get the amount of memory used to store data returned by the server, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxServerBufferByLocation(
   String location
   String[] names
)
```


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### getMaxTransactionDuration( names ) throws ObjectDoesNotExist

Get the total amount of time a transaction can take, zero means forever.

```
Unsigned Integer[] getMaxTransactionDuration(
   String[] names
)
```

### getMaxTransactionDurationByLocation( location, names ) throws ObjectDoesNotExist

Get the total amount of time a transaction can take, zero means forever. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxTransactionDurationByLocation(
   String location
   String[] names
)
```

### getNote( names ) throws ObjectDoesNotExist

Get the note for each of the named virtual servers.

```
String[] getNote(
   String[] names
)
```

### getPort( names ) throws ObjectDoesNotExist

Get the port that each of the named virtual servers listens on for incoming connections.

```
Unsigned Integer[] getPort(
   String[] names
)
```

### getPortByLocation( location, names ) throws ObjectDoesNotExist

Get the port that each of the named virtual servers listens on for incoming connections. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getPortByLocation(
   String location
   String[] names
)
```

### getProtection( names ) throws ObjectDoesNotExist

Get the Service Protection Settings that are used to protect each of the named virtual servers.

```
String[] getProtection(
   String[] names
)
```

### getProtectionByLocation( location, names ) throws ObjectDoesNotExist

Get the Service Protection Settings that are used to protect each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

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```
String[] getProtectionByLocation(
   String location
   String[] names
)
```

### getProtocol( names ) throws ObjectDoesNotExist

Get the protocol that each of the named virtual servers uses.

```
VirtualServer.Protocol[] getProtocol(
   String[] names
)
```

### getProxyClose( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send a FIN packet on to the back-end server when it is received from the client. The alternative is to close the connection to the client immediately. If the traffic manager is responding to the request itself, enabling this setting will cause the traffic manager to continue writing the response even after it has received a FIN from the client.

```
Boolean[] getProxyClose(
   String[] names
)
```

### getProxyCloseByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send a FIN packet on to the back-end server when it is received from the client. The alternative is to close the connection to the client immediately. If the traffic manager is responding to the request itself, enabling this setting will cause the traffic manager to continue writing the response even after it has received a FIN from the client. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getProxyCloseByLocation(
   String location
   String[] names
)
```

### getProxyProtocol( names ) throws ObjectDoesNotExist

Get expect connections to the traffic manager to be prefixed with a PROXY protocol header.

```
Boolean[] getProxyProtocol(
   String[] names
)
```

### getProxyProtocolByLocation( location, names ) throws ObjectDoesNotExist

Get expect connections to the traffic manager to be prefixed with a PROXY protocol header. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getProxyProtocolByLocation(
   String location
   String[] names
)
```


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### getRTSPPortRange( names ) throws ObjectDoesNotExist

Get the port range used for RTSP streaming data connections, for each of the named virtual servers.

```
VirtualServer.PortRange[] getRTSPPortRange(
   String[] names
)
```

### getRTSPPortRangeByLocation( location, names ) throws ObjectDoesNotExist

Get the port range used for RTSP streaming data connections, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.PortRange[] getRTSPPortRangeByLocation(
   String location
   String[] names
)
```

### getRTSPStreamingTimeout( names ) throws ObjectDoesNotExist

Get the time, in seconds, after which data-streams associated with RTSP connections timeout if no data is transmitted.

```
Unsigned Integer[] getRTSPStreamingTimeout(
   String[] names
)
```

### getRTSPStreamingTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time, in seconds, after which data-streams associated with RTSP connections timeout if no data is transmitted. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getRTSPStreamingTimeoutByLocation(
   String location
   String[] names
)
```

### getRecentConnsEnabled( names ) throws ObjectDoesNotExist

Get whether or not any connections handled by this virtual server should be shown on the Connections page.

```
Boolean[] getRecentConnsEnabled(
   String[] names
)
```

### getRecentConnsEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether or not any connections handled by this virtual server should be shown on the Connections page. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRecentConnsEnabledByLocation(
   String location
   String[] names
)
```

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### getRecentConnsSaveAll( names ) throws ObjectDoesNotExist

Get whether or not all connections handled by this virtual server should be shown on the Connections page.

```
Boolean[] getRecentConnsSaveAll(
   String[] names
)
```

### getRecentConnsSaveAllByLocation( location, names ) throws ObjectDoesNotExist

Get whether or not all connections handled by this virtual server should be shown on the Connections page. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRecentConnsSaveAllByLocation(
   String location
   String[] names
)
```

### getRequestSyslogEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should log each connection to a remote syslog server.

```
Boolean[] getRequestSyslogEnabled(
   String[] names
)
```

### getRequestSyslogEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should log each connection to a remote syslog server. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRequestSyslogEnabledByLocation(
   String location
   String[] names
)
```

### getRequestSyslogFormat( names ) throws ObjectDoesNotExist

Get the remote log line format for each of the named virtual servers.

```
String[] getRequestSyslogFormat(
   String[] names
)
```

### getRequestSyslogFormatByLocation( location, names ) throws ObjectDoesNotExist

Get the remote log line format for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[] getRequestSyslogFormatByLocation(
   String location
   String[] names
)
```


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### getRequestSyslogIPEndpoint( names ) throws ObjectDoesNotExist

Get the remote syslog endpoint for each of the named virtual servers

```
String[] getRequestSyslogIPEndpoint(
   String[] names
)
```

### getRequestSyslogIPEndpointByLocation( location, names ) throws ObjectDoesNotExist

Get the remote syslog endpoint for each of the named virtual servers This is a location specific function, any action will operate on the specified location.

```
String[] getRequestSyslogIPEndpointByLocation(
   String location
   String[] names
)
```

### getRequestSyslogMessageLenLimit( names ) throws ObjectDoesNotExist

Get syslog message length limit.

```
Unsigned Integer[] getRequestSyslogMessageLenLimit(
   String[] names
)
```

### getRequestSyslogMessageLenLimitByLocation( location, names ) throws ObjectDoesNotExist

Get syslog message length limit. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getRequestSyslogMessageLenLimitByLocation(
   String location
   String[] names
)
```

### getRequestTracingEnabled( names ) throws ObjectDoesNotExist

Get whether to record a detailed list of processing history for each request.

```
Boolean[] getRequestTracingEnabled(
   String[] names
)
```

### getRequestTracingEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether to record a detailed list of processing history for each request. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRequestTracingEnabledByLocation(
   String location
   String[] names
)
```

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### getRequestTracingIO( names ) throws ObjectDoesNotExist

Get whether to record a detailed list of every IO event in the processing history for each request.

```
Boolean[] getRequestTracingIO(
   String[] names
)
```

### getRequestTracingIOByLocation( location, names ) throws ObjectDoesNotExist

Get whether to record a detailed list of every IO event in the processing history for each request. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRequestTracingIOByLocation(
   String location
   String[] names
)
```

### getResponseRules( names ) throws ObjectDoesNotExist

Get the rules that are run on server responses for each of the named virtual servers.

```
VirtualServer.Rule[][] getResponseRules(
   String[] names
)
```

### getResponseRulesByLocation( location, names ) throws ObjectDoesNotExist

Get the rules that are run on server responses for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.Rule[][] getResponseRulesByLocation(
   String location
   String[] names
)
```

### getRewriteSIPURI( names ) throws ObjectDoesNotExist

Get whether the Request-URI of SIP requests will be replaced with the selected back-end node's address.

```
Boolean[] getRewriteSIPURI(
   String[] names
)
```

### getRewriteSIPURIByLocation( location, names ) throws ObjectDoesNotExist

Get whether the Request-URI of SIP requests will be replaced with the selected back-end node's address. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getRewriteSIPURIByLocation(
   String location
   String[] names
)
```


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### getRules( names ) throws ObjectDoesNotExist

Get the rules that are run on client requests for each of the named virtual servers.

```
VirtualServer.Rule[][] getRules(
   String[] names
)
```

### getRulesByLocation( location, names ) throws ObjectDoesNotExist

Get the rules that are run on client requests for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.Rule[][] getRulesByLocation(
   String location
   String[] names
)
```

### getSIPDangerousRequestMode( names ) throws ObjectDoesNotExist

Get what should be done with requests that contain body data and should be routed to an external IP.

```
VirtualServer.SIPDangerousRequestMode[] getSIPDangerousRequestMode(
   String[] names
)
```

### getSIPDangerousRequestModeByLocation( location, names ) throws ObjectDoesNotExist

Get what should be done with requests that contain body data and should be routed to an external IP. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SIPDangerousRequestMode[] getSIPDangerousRequestModeByLocation(
   String location
   String[] names
)
```

### getSIPFollowRoute( names ) throws ObjectDoesNotExist

Get whether to follow routing information in SIP requests.

```
Boolean[] getSIPFollowRoute(
   String[] names
)
```

### getSIPFollowRouteByLocation( location, names ) throws ObjectDoesNotExist

Get whether to follow routing information in SIP requests. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSIPFollowRouteByLocation(
   String location
   String[] names
)
```

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### getSIPMaxConnectionMemory( names ) throws ObjectDoesNotExist

Get maximum memory per connection.

```
Unsigned Integer[] getSIPMaxConnectionMemory(
   String[] names
)
```

### getSIPMaxConnectionMemoryByLocation( location, names ) throws ObjectDoesNotExist

Get maximum memory per connection. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSIPMaxConnectionMemoryByLocation(
   String location
   String[] names
)
```

### getSIPMode( names ) throws ObjectDoesNotExist

Get which mode of operation the SIP virtual server should run in.

```
VirtualServer.SIPMode[] getSIPMode(
   String[] names
)
```

### getSIPModeByLocation( location, names ) throws ObjectDoesNotExist

Get which mode of operation the SIP virtual server should run in. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SIPMode[] getSIPModeByLocation(
   String location
   String[] names
)
```

### getSIPPortRange( names ) throws ObjectDoesNotExist

Get the port range used for SIP data connections, for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode.

```
VirtualServer.PortRange[] getSIPPortRange(
   String[] names
)
```

### getSIPPortRangeByLocation( location, names ) throws ObjectDoesNotExist

Get the port range used for SIP data connections, for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.PortRange[] getSIPPortRangeByLocation(
   String location
   String[] names
)
```


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### getSIPStreamingTimeout( names ) throws ObjectDoesNotExist

Get the time, in seconds, after which a UDP stream will timeout if it has not seen any data.

```
Unsigned Integer[] getSIPStreamingTimeout(
   String[] names
)
```

### getSIPStreamingTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time, in seconds, after which a UDP stream will timeout if it has not seen any data. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSIPStreamingTimeoutByLocation(
   String location
   String[] names
)
```

### getSIPTimeoutMessages( names ) throws ObjectDoesNotExist

Get send a timed out response to the client and CANCEL request to the server when a transaction times out.

```
Boolean[] getSIPTimeoutMessages(
   String[] names
)
```

### getSIPTimeoutMessagesByLocation( location, names ) throws ObjectDoesNotExist

Get send a timed out response to the client and CANCEL request to the server when a transaction times out. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSIPTimeoutMessagesByLocation(
   String location
   String[] names
)
```

### getSSLCertificate( names ) throws ObjectDoesNotExist

Get the name of the default SSL Certificate that is used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog.

```
String[] getSSLCertificate(
   String[] names
)
```

### getSSLCertificateByLocation( location, names ) throws ObjectDoesNotExist

Get the name of the default SSL Certificate that is used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
String[] getSSLCertificateByLocation(
   String location
   String[] names
)
```

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### getSSLCertificates( names ) throws ObjectDoesNotExist

Get the name of the default SSL Certificate, as well as alt certificates, that can be used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog.

```
String[][] getSSLCertificates(
   String[] names
)
```

### getSSLCertificatesByLocation( location, names ) throws ObjectDoesNotExist

Get the name of the default SSL Certificate, as well as alt certificates, that can be used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
String[][] getSSLCertificatesByLocation(
   String location
   String[] names
)
```

### getSSLCipherSuites( names ) throws ObjectDoesNotExist

Get the SSL/TLS cipher suites allowed for connections to this virtual server

```
String[] getSSLCipherSuites(
   String[] names
)
```

### getSSLCipherSuitesByLocation( location, names ) throws ObjectDoesNotExist

Get the SSL/TLS cipher suites allowed for connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
String[] getSSLCipherSuitesByLocation(
   String location
   String[] names
)
```

### getSSLCiphers( names ) throws ObjectDoesNotExist

This method is deprecated, and has been replaced with VirtualServer.getSSLCipherSuites.

```
String[] getSSLCiphers(
   String[] names
)
```

### getSSLCiphersByLocation( location, names ) throws ObjectDoesNotExist

This method is deprecated, and has been replaced with VirtualServer.getSSLCipherSuites. This is a location specific function, any action will operate on the specified location.

```
String[] getSSLCiphersByLocation(
   String location
   String[] names
)
```


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### getSSLClientCertificateAuthorities( names ) throws ObjectDoesNotExist

Get the certificate authorities that are trusted for validating client certificates, for each of the named virtual servers.

```
String[][] getSSLClientCertificateAuthorities(
   String[] names
)
```

### getSSLClientCertificateAuthoritiesByLocation( location, names ) throws ObjectDoesNotExist

Get the certificate authorities that are trusted for validating client certificates, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
String[][] getSSLClientCertificateAuthoritiesByLocation(
   String location
   String[] names
)
```

### getSSLClientCertificateHeaders( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should add HTTP headers to each request to show the data in the client certificate.

```
VirtualServer.SSLClientCertificateHeaders[] getSSLClientCertificateHeaders(
   String[] names
)
```

### getSSLClientCertificateHeadersByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should add HTTP headers to each request to show the data in the client certificate. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLClientCertificateHeaders[] getSSLClientCertificateHeadersByLocation(
   String location
   String[] names
)
```

### getSSLDecrypt( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should decrypt SSL traffic.

```
Boolean[] getSSLDecrypt(
   String[] names
)
```

### getSSLDecryptByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should decrypt SSL traffic. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLDecryptByLocation(
   String location
   String[] names
```

```
)
```

### getSSLEllipticCurves( names ) throws ObjectDoesNotExist

Get the elliptic curve preference list for SSL connections to this virtual server

```
String[] getSSLEllipticCurves(
   String[] names
)
```

### getSSLEllipticCurvesByLocation( location, names ) throws ObjectDoesNotExist

Get the elliptic curve preference list for SSL connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
String[] getSSLEllipticCurvesByLocation(
   String location
   String[] names
)
```

### getSSLExpectStartTLS( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should upgrade SMTP connections to SSL using the STARTTLS command.

```
Boolean[] getSSLExpectStartTLS(
   String[] names
)
```

### getSSLExpectStartTLSByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should upgrade SMTP connections to SSL using the STARTTLS command. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLExpectStartTLSByLocation(
   String location
   String[] names
)
```

### getSSLHeaders( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should add HTTP headers to each request to show SSL connection parameters.

```
Boolean[] getSSLHeaders(
   String[] names
)
```

### getSSLHeadersByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should add HTTP headers to each request to show SSL connection parameters. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLHeadersByLocation(
   String location
```


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```
   String[] names
)
```

### getSSLHonorFallbackSCSV( names ) throws ObjectDoesNotExist

Get whether Fallback SCSV is honored by this virtual server

```
VirtualServer.SSLHonorFallbackSCSV[] getSSLHonorFallbackSCSV(
   String[] names
)
```

### getSSLHonorFallbackSCSVByLocation( location, names ) throws ObjectDoesNotExist

Get whether Fallback SCSV is honored by this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLHonorFallbackSCSV[] getSSLHonorFallbackSCSVByLocation(
   String location
   String[] names
)
```

### getSSLLogEnabled( names ) throws ObjectDoesNotExist

This method is now obsolete. SSL logging is now done if LogConnectionFailures is enabled. Use VirtualServer.getLogConnectionFailures and VirtualServer.getLogConnection failures to control this configuration.

```
Boolean[] getSSLLogEnabled(
   String[] names
)
```

### getSSLNeverExpiringClientCertificateAuthorities( names ) throws ObjectDoesNotExist

Get the CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed.

```
String[][] getSSLNeverExpiringClientCertificateAuthorities(
   String[] names
)
```

### getSSLNeverExpiringClientCertificateAuthoritiesByLocation( location, names ) throws ObjectDoesNotExist

Get the CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed. This is a location specific function, any action will operate on the specified location.

```
String[][] getSSLNeverExpiringClientCertificateAuthoritiesByLocation(
   String location
   String[] names
)
```

### getSSLNeverExpiringClientCertificateAuthoritiesDepth( names ) throws ObjectDoesNotExist

Get the number of certificates in a certificate chain beyond those listed as NeverExpiringClientCertificateAuthorities whose certificate expiry will not be checked.

```
Unsigned Integer[] getSSLNeverExpiringClientCertificateAuthoritiesDepth(
   String[] names
)
```

### getSSLNeverExpiringClientCertificateAuthoritiesDepthByLocation( location, names ) throws ObjectDoesNotExist

Get the number of certificates in a certificate chain beyond those listed as NeverExpiringClientCertificateAuthorities whose certificate expiry will not be checked. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSSLNeverExpiringClientCertificateAuthoritiesDepthByLocation(
   String location
   String[] names
)
```

### getSSLOCSPDefaults( names ) throws ObjectDoesNotExist

Get the default OCSP responder settings for all client certificates.

```
VirtualServer.SSLOCSPIssuer[] getSSLOCSPDefaults(
   String[] names
)
```

### getSSLOCSPDefaultsByLocation( location, names ) throws ObjectDoesNotExist

Get the default OCSP responder settings for all client certificates. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLOCSPIssuer[] getSSLOCSPDefaultsByLocation(
   String location
   String[] names
)
```

### getSSLOCSPIssuers( names ) throws ObjectDoesNotExist

Gets a list of mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings.

```
VirtualServer.SSLOCSPIssuer[][] getSSLOCSPIssuers(
   String[] names
)
```

### getSSLOCSPIssuersByLocation( location, names ) throws ObjectDoesNotExist

Gets a list of mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings. This is a location specific function, any action will operate on the specified location.


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```
VirtualServer.SSLOCSPIssuer[][] getSSLOCSPIssuersByLocation(
   String location
   String[] names
)
```

### getSSLOCSPMaxResponseAge( names ) throws ObjectDoesNotExist

Get the number of seconds for which an OCSP response is considered valid if it has not yet exceeded the time specified in the 'nextUpdate' field

```
Unsigned Integer[] getSSLOCSPMaxResponseAge(
   String[] names
)
```

### getSSLOCSPMaxResponseAgeByLocation( location, names ) throws ObjectDoesNotExist

Get the number of seconds for which an OCSP response is considered valid if it has not yet exceeded the time specified in the 'nextUpdate' field This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSSLOCSPMaxResponseAgeByLocation(
   String location
   String[] names
)
```

### getSSLOCSPStapling( names ) throws ObjectDoesNotExist

Get whether the traffic manager is allowed to provide OCSP responses for certificates as part of the handshake, if the client sends a TLS status_request extension in the ClientHello, and OCSP URIs are present in certificates used by this virtual server.

```
Boolean[] getSSLOCSPStapling(
   String[] names
)
```

### getSSLOCSPStaplingByLocation( location, names ) throws ObjectDoesNotExist

Get whether the traffic manager is allowed to provide OCSP responses for certificates as part of the handshake, if the client sends a TLS status_request extension in the ClientHello, and OCSP URIs are present in certificates used by this virtual server. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLOCSPStaplingByLocation(
   String location
   String[] names
)
```

### getSSLOCSPTimeTolerance( names ) throws ObjectDoesNotExist

Get the number of seconds outside the permitted range for which the 'thisUpdate' and 'nextUpdate' fields of an OCSP response are still considered valid

```
Unsigned Integer[] getSSLOCSPTimeTolerance(
   String[] names
```

```
)
```

### getSSLOCSPTimeToleranceByLocation( location, names ) throws ObjectDoesNotExist

Get the number of seconds outside the permitted range for which the 'thisUpdate' and 'nextUpdate' fields of an OCSP response are still considered valid This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSSLOCSPTimeToleranceByLocation(
   String location
   String[] names
)
```

### getSSLOCSPTimeout( names ) throws ObjectDoesNotExist

Get the number of seconds after which OCSP requests will be timed out

```
Unsigned Integer[] getSSLOCSPTimeout(
   String[] names
)
```

### getSSLOCSPTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the number of seconds after which OCSP requests will be timed out This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSSLOCSPTimeoutByLocation(
   String location
   String[] names
)
```

### getSSLPreferSSLv3( names ) throws ObjectDoesNotExist

This method is now deprecated.

```
Boolean[] getSSLPreferSSLv3(
   String[] names
)
```

### getSSLPreferSSLv3ByLocation( location, names ) throws ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLPreferSSLv3ByLocation(
   String location
   String[] names
)
```

### getSSLRequestClientCertMode( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should request (or require) an identifying certificate from each client.

```
VirtualServer.SSLRequestClientCertMode[] getSSLRequestClientCertMode(
```


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```
   String[] names
)
```

### getSSLRequestClientCertModeByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should request (or require) an identifying certificate from each client. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLRequestClientCertMode[] getSSLRequestClientCertModeByLocation(
   String location
   String[] names
)
```

### getSSLSendCloseAlerts( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send a close alert when initiating SSL socket disconnections.

```
Boolean[] getSSLSendCloseAlerts(
   String[] names
)
```

### getSSLSendCloseAlertsByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send a close alert when initiating SSL socket disconnections. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLSendCloseAlertsByLocation(
   String location
   String[] names
)
```

### getSSLSessionCacheEnabled( names ) throws ObjectDoesNotExist

Get whether use of the session cache is enabled for this virtual server

```
VirtualServer.SSLSessionCacheEnabled[] getSSLSessionCacheEnabled(
   String[] names
)
```

### getSSLSessionCacheEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether use of the session cache is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSessionCacheEnabled[] getSSLSessionCacheEnabledByLocation(
   String location
   String[] names
)
```

### getSSLSessionTicketsEnabled( names ) throws ObjectDoesNotExist

Get whether use of session tickets is enabled for this virtual server

```
VirtualServer.SSLSessionTicketsEnabled[] getSSLSessionTicketsEnabled(
```

```
   String[] names
)
```

### getSSLSessionTicketsEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether use of session tickets is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSessionTicketsEnabled[] getSSLSessionTicketsEnabledByLocation(
   String location
   String[] names
)
```

### getSSLSignatureAlgorithms( names ) throws ObjectDoesNotExist

Get the SSL signature algorithms preference list for SSL connections to this virtual server

```
String[] getSSLSignatureAlgorithms(
   String[] names
)
```

### getSSLSignatureAlgorithmsByLocation( location, names ) throws ObjectDoesNotExist

Get the SSL signature algorithms preference list for SSL connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
String[] getSSLSignatureAlgorithmsByLocation(
   String location
   String[] names
)
```

### getSSLSites( names ) throws ObjectDoesNotExist

Gets a list of mappings between destination addresses and the certificate used for SSL decryption those addresses, for each of the named virtual servers. Each certificate is the name of an item in the SSL Certificates Catalog.

```
VirtualServer.SSLSite[][] getSSLSites(
   String[] names
)
```

### getSSLSitesByLocation( location, names ) throws ObjectDoesNotExist

Gets a list of mappings between destination addresses and the certificate used for SSL decryption those addresses, for each of the named virtual servers. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSite[][] getSSLSitesByLocation(
   String location
   String[] names
)
```


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### getSSLSitesEx( names ) throws ObjectDoesNotExist

Gets a list of mappings between destination addresses and the default certificate and alt certificates used for SSL decryption those addresses, for each of the named virtual servers. Each certificate is the name of an item in the SSL Certificates Catalog.

```
VirtualServer.SSLSiteAlt[][] getSSLSitesEx(
   String[] names
)
```

### getSSLSitesExByLocation( location, names ) throws ObjectDoesNotExist

Gets a list of mappings between destination addresses and the default certificate and alt certificates used for SSL decryption those addresses, for each of the named virtual servers. Each certificate is the name of an item in the SSL Certificates Catalog. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSiteAlt[][] getSSLSitesExByLocation(
   String location
   String[] names
)
```

### getSSLSupportSSL2( names ) throws ObjectDoesNotExist

This method is now deprecated.

```
VirtualServer.SSLSupportSSL2[] getSSLSupportSSL2(
   String[] names
)
```

### getSSLSupportSSL2ByLocation( location, names ) throws ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportSSL2[] getSSLSupportSSL2ByLocation(
   String location
   String[] names
)
```

### getSSLSupportSSL3( names ) throws ObjectDoesNotExist

Get whether SSLv3 is enabled for this virtual server

```
VirtualServer.SSLSupportSSL3[] getSSLSupportSSL3(
   String[] names
)
```

### getSSLSupportSSL3ByLocation( location, names ) throws ObjectDoesNotExist

Get whether SSLv3 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportSSL3[] getSSLSupportSSL3ByLocation(
   String location
```

```
   String[] names
)
```

### getSSLSupportTLS1( names ) throws ObjectDoesNotExist

Get whether TLSv1.0 is enabled for this virtual server

```
VirtualServer.SSLSupportTLS1[] getSSLSupportTLS1(
   String[] names
)
```

### getSSLSupportTLS11( names ) throws ObjectDoesNotExist

Get whether TLSv1.1 is enabled for this virtual server

```
VirtualServer.SSLSupportTLS11[] getSSLSupportTLS11(
   String[] names
)
```

### getSSLSupportTLS11ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.1 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportTLS11[] getSSLSupportTLS11ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS12( names ) throws ObjectDoesNotExist

Get whether TLSv1.2 is enabled for this virtual server

```
VirtualServer.SSLSupportTLS12[] getSSLSupportTLS12(
   String[] names
)
```

### getSSLSupportTLS12ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.2 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportTLS12[] getSSLSupportTLS12ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS13( names ) throws ObjectDoesNotExist

Get whether TLSv1.3 is enabled for this virtual server

```
VirtualServer.SSLSupportTLS13[] getSSLSupportTLS13(
   String[] names
)
```


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### getSSLSupportTLS13ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.3 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportTLS13[] getSSLSupportTLS13ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS1ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.0 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
VirtualServer.SSLSupportTLS1[] getSSLSupportTLS1ByLocation(
   String location
   String[] names
)
```

### getSSLTrustMagic( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should decode extra information on the true origin of an SSL connection. This information is prefixed onto an incoming SSL connection from another traffic manager.

```
Boolean[] getSSLTrustMagic(
   String[] names
)
```

### getSSLTrustMagicByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should decode extra information on the true origin of an SSL connection. This information is prefixed onto an incoming SSL connection from another traffic manager. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLTrustMagicByLocation(
   String location
   String[] names
)
```

### getSSLUseOCSP( names ) throws ObjectDoesNotExist

Get whether or not the traffic manager should use OCSP to check the revocation status of client certificates

```
Boolean[] getSSLUseOCSP(
   String[] names
)
```

### getSSLUseOCSPByLocation( location, names ) throws ObjectDoesNotExist

Get whether or not the traffic manager should use OCSP to check the revocation status of client certificates This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLUseOCSPByLocation(
   String location
```

```
   String[] names
)
```

### getServerfirstBanner( names ) throws ObjectDoesNotExist

Get the banner that each of the named virtual servers sends to clients for server-first protocols such as POP, SMTP and IMAP.

```
String[] getServerfirstBanner(
   String[] names
)
```

### getServerfirstBannerByLocation( location, names ) throws ObjectDoesNotExist

Get the banner that each of the named virtual servers sends to clients for server-first protocols such as POP, SMTP and IMAP. This is a location specific function, any action will operate on the specified location.

```
String[] getServerfirstBannerByLocation(
   String location
   String[] names
)
```

### getServiceLevelMonitoring( names ) throws ObjectDoesNotExist

Get the Service Level Monitoring class that each of the named virtual servers uses.

```
String[] getServiceLevelMonitoring(
   String[] names
)
```

### getServiceLevelMonitoringByLocation( location, names ) throws ObjectDoesNotExist

Get the Service Level Monitoring class that each of the named virtual servers uses. This is a location specific function, any action will operate on the specified location.

```
String[] getServiceLevelMonitoringByLocation(
   String location
   String[] names
)
```

### getSipTransactionTimeout( names ) throws ObjectDoesNotExist

Get the time after which an incomplete transaction should be discarded, in seconds, for each of the named virtual servers.

```
Unsigned Integer[] getSipTransactionTimeout(
   String[] names
)
```

### getSipTransactionTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time after which an incomplete transaction should be discarded, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSipTransactionTimeoutByLocation(
```


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```
   String location
   String[] names
)
```

### getStripXForwardedProtoHeader( names ) throws ObjectDoesNotExist

Get Whether or not the virtual server should strip the \ 'X-Forwarded-Proto' header from incoming requests.

```
Boolean[] getStripXForwardedProtoHeader(
   String[] names
)
```

### getStripXForwardedProtoHeaderByLocation( location, names ) throws ObjectDoesNotExist

Get Whether or not the virtual server should strip the \ 'X-Forwarded-Proto' header from incoming requests. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getStripXForwardedProtoHeaderByLocation(
   String location
   String[] names
)
```

### getTimeout( names ) throws ObjectDoesNotExist

Get the time to wait for data on an already established connection, in seconds, for each of the named virtual servers.

```
Unsigned Integer[] getTimeout(
   String[] names
)
```

### getTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time to wait for data on an already established connection, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getTimeoutByLocation(
   String location
   String[] names
)
```

### getTransactionExportBrief( names ) throws ObjectDoesNotExist

Get whether to export a restricted set of metadata about transactions processed by this virtual server. If enabled, more verbose information such as client and server headers and request tracing events will be omitted from the exported data.

```
Boolean[] getTransactionExportBrief(
   String[] names
)
```

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### getTransactionExportBriefByLocation( location, names ) throws ObjectDoesNotExist

Get whether to export a restricted set of metadata about transactions processed by this virtual server. If enabled, more verbose information such as client and server headers and request tracing events will be omitted from the exported data. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransactionExportBriefByLocation(
   String location
   String[] names
)
```

### getTransactionExportEnabled( names ) throws ObjectDoesNotExist

Get whether to export metadata about transactions handled by this service to the globally configured endpoint.

```
Boolean[] getTransactionExportEnabled(
   String[] names
)
```

### getTransactionExportEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether to export metadata about transactions handled by this service to the globally configured endpoint. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransactionExportEnabledByLocation(
   String location
   String[] names
)
```

### getTransactionExportHTTPHeaderBlacklist( names ) throws ObjectDoesNotExist

Get the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export.

```
String[][] getTransactionExportHTTPHeaderBlacklist(
   String[] names
)
```

### getTransactionExportHTTPHeaderBlacklistByLocation( location, names ) throws ObjectDoesNotExist

Get the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export. This is a location specific function, any action will operate on the specified location.

```
String[][] getTransactionExportHTTPHeaderBlacklistByLocation(
   String location
   String[] names
)
```


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### getTransactionExportHiRes( names ) throws ObjectDoesNotExist

Get whether the transaction processing timeline included in the metadata export is recorded with a high, microsecond, resolution. If set to No, timestamps will be recorded with a resolution of milliseconds.

```
Boolean[] getTransactionExportHiRes(
   String[] names
)
```

### getTransactionExportHiResByLocation( location, names ) throws ObjectDoesNotExist

Get whether the transaction processing timeline included in the metadata export is recorded with a high, microsecond, resolution. If set to No, timestamps will be recorded with a resolution of milliseconds. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransactionExportHiResByLocation(
   String location
   String[] names
)
```

### getTransparent( names ) throws ObjectDoesNotExist

Get whether or not bound sockets should be configured for transparent proxying.

```
Boolean[] getTransparent(
   String[] names
)
```

### getTransparentByLocation( location, names ) throws ObjectDoesNotExist

Get whether or not bound sockets should be configured for transparent proxying. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransparentByLocation(
   String location
   String[] names
)
```

### getUDPEndTransaction( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
VirtualServer.UDPEndTransaction[] getUDPEndTransaction(
   String[] names
)
```

### getUDPEndTransactionByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
VirtualServer.UDPEndTransaction[] getUDPEndTransactionByLocation(
   String location
   String[] names
)
```

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### getUDPEndpointPersistence( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send UDP datagrams received from the same IP address and port to the same pool node if they match an existing UDP session. Sessions are defined by the protocol being handled, for example SIP datagrams are grouped based on the value of the Call-ID header.

```
Boolean[] getUDPEndpointPersistence(
   String[] names
)
```

### getUDPEndpointPersistenceByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should send UDP datagrams received from the same IP address and port to the same pool node if they match an existing UDP session. Sessions are defined by the protocol being handled, for example SIP datagrams are grouped based on the value of the Call-ID header. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getUDPEndpointPersistenceByLocation(
   String location
   String[] names
)
```

### getUDPResponseDatagramsExpected( names ) throws ObjectDoesNotExist

Get the expected number of UDP datagrams in the response, for each of the named virtual servers. For simple request/response protocols a value of '1' should be used. If set to -1, the connection will not be discarded until the udp_timeout is reached.

```
Integer[] getUDPResponseDatagramsExpected(
   String[] names
)
```

### getUDPResponseDatagramsExpectedByLocation( location, names ) throws ObjectDoesNotExist

Get the expected number of UDP datagrams in the response, for each of the named virtual servers. For simple request/response protocols a value of '1' should be used. If set to -1, the connection will not be discarded until the udp_timeout is reached. This is a location specific function, any action will operate on the specified location.

```
Integer[] getUDPResponseDatagramsExpectedByLocation(
   String location
   String[] names
)
```

### getUDPTimeout( names ) throws ObjectDoesNotExist

Get the time after which an idle UDP connection should be discarded and resources reclaimed, in seconds, for each of the named virtual servers.

```
Unsigned Integer[] getUDPTimeout(
   String[] names
)
```


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### getUDPTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the time after which an idle UDP connection should be discarded and resources reclaimed, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getUDPTimeoutByLocation(
   String location
   String[] names
)
```

### getUseNagle( names ) throws ObjectDoesNotExist

Get whether Nagle's algorithm should be used for TCP connections.

```
Boolean[] getUseNagle(
   String[] names
)
```

### getUseNagleByLocation( location, names ) throws ObjectDoesNotExist

Get whether Nagle's algorithm should be used for TCP connections. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getUseNagleByLocation(
   String location
   String[] names
)
```

### getVirtualServerNames()

Gets the names of all the configured virtual servers.

```
String[] getVirtualServerNames()
```

### getWebcacheControlOut( names ) throws ObjectDoesNotExist

Get the Cache-Control header that should be sent with cached HTTP responses.

```
String[] getWebcacheControlOut(
   String[] names
)
```

### getWebcacheControlOutByLocation( location, names ) throws ObjectDoesNotExist

Get the Cache-Control header that should be sent with cached HTTP responses. This is a location specific function, any action will operate on the specified location.

```
String[] getWebcacheControlOutByLocation(
   String location
   String[] names
)
```

### getWebcacheEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should attempt to cache web server responses.

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```
Boolean[] getWebcacheEnabled(
   String[] names
)
```

### getWebcacheEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named virtual servers should attempt to cache web server responses. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getWebcacheEnabledByLocation(
   String location
   String[] names
)
```

### getWebcacheErrorpageTime( names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should cache error pages for.

```
Unsigned Integer[] getWebcacheErrorpageTime(
   String[] names
)
```

### getWebcacheErrorpageTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should cache error pages for. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getWebcacheErrorpageTimeByLocation(
   String location
   String[] names
)
```

### getWebcacheRefreshTime( names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should consider re-fetching cached pages in.

```
Unsigned Integer[] getWebcacheRefreshTime(
   String[] names
)
```

### getWebcacheRefreshTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should consider re-fetching cached pages in. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getWebcacheRefreshTimeByLocation(
   String location
   String[] names
)
```

### getWebcacheTime( names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should cache web pages for.

```
Unsigned Integer[] getWebcacheTime(
   String[] names
```


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```
)
```

### getWebcacheTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the time periods that each of the named virtual servers should cache web pages for. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getWebcacheTimeByLocation(
   String location
   String[] names
)
```

### removeCompletionRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list that are run on the completion of a transaction.

```
void removeCompletionRules(
   String[] names
   String[][] rules
)
```

### removeCompletionRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list that are run on the completion of a transaction. This is a location specific function, any action will operate on the specified location.

```
void removeCompletionRulesByLocation(
   String location
   String[] names
   String[][] rules
)
```

### removeCompressionMIMETypes( names, values ) throws ObjectDoesNotExist, DeploymentError

For each named virtual server, remove new MIME types from the list of types to compress.

```
void removeCompressionMIMETypes(
   String[] names
   String[][] values
)
```

### removeCompressionMIMETypesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

For each named virtual server, remove new MIME types from the list of types to compress. This is a location specific function, any action will operate on the specified location.

```
void removeCompressionMIMETypesByLocation(
   String location
   String[] names
```

```
   String[][] values
)
```

### removeDNSZones( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Remove Space separated list of DNS zones

```
void removeDNSZones(
   String[] names
   String[][] values
)
```

### removeDNSZonesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Remove Space separated list of DNS zones This is a location specific function, any action will operate on the specified location.

```
void removeDNSZonesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeFTPPortRange( names ) throws ObjectDoesNotExist, DeploymentError

Allow FTP connections to use any free ports, for each of the named virtual servers.

```
void removeFTPPortRange(
   String[] names
)
```

### removeFTPPortRangeByLocation( location, names ) throws ObjectDoesNotExist, DeploymentError

Allow FTP connections to use any free ports, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void removeFTPPortRangeByLocation(
   String location
   String[] names
)
```

### removeGLBServices( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Remove GLB Services used by the virtual server

```
void removeGLBServices(
   String[] names
   String[][] values
)
```


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### removeGLBServicesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Remove GLB Services used by the virtual server This is a location specific function, any action will operate on the specified location.

```
void removeGLBServicesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeHTTP2HeadersIndexBlacklist( names, values ) throws ObjectDoesNotExist, DeploymentError

Remove a list of header names that should never be compressed using indexing.

```
void removeHTTP2HeadersIndexBlacklist(
   String[] names
   String[][] values
)
```

### removeHTTP2HeadersIndexBlacklistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

Remove a list of header names that should never be compressed using indexing. This is a location specific function, any action will operate on the specified location.

```
void removeHTTP2HeadersIndexBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeHTTP2HeadersIndexWhitelist( names, values ) throws ObjectDoesNotExist, DeploymentError

Remove a list of header names that can be compressed using indexing when the default is to never index.

```
void removeHTTP2HeadersIndexWhitelist(
   String[] names
   String[][] values
)
```

### removeHTTP2HeadersIndexWhitelistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

Remove a list of header names that can be compressed using indexing when the default is to never index. This is a location specific function, any action will operate on the specified location.

```
void removeHTTP2HeadersIndexWhitelistByLocation(
   String location
   String[] names
   String[][] values
)
```

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### removeRTSPPortRange( names ) throws ObjectDoesNotExist, DeploymentError

Allow any free ports to be used for RTSP connections, for each of the named virtual servers.

```
void removeRTSPPortRange(
   String[] names
)
```

### removeRTSPPortRangeByLocation( location, names ) throws ObjectDoesNotExist, DeploymentError

Allow any free ports to be used for RTSP connections, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void removeRTSPPortRangeByLocation(
   String location
   String[] names
)
```

### removeResponseRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list that are run on server responses.

```
void removeResponseRules(
   String[] names
   String[][] rules
)
```

### removeResponseRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list that are run on server responses. This is a location specific function, any action will operate on the specified location.

```
void removeResponseRulesByLocation(
   String location
   String[] names
   String[][] rules
)
```

### removeRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list of rules that are run on client requests.

```
void removeRules(
   String[] names
   String[][] rules
)
```

### removeRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, remove rules from the list of rules that are run on client requests. This is a location specific function, any action will operate on the specified location.


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```
void removeRulesByLocation(
   String location
   String[] names
   String[][] rules
)
```

### removeSIPPortRange( names ) throws ObjectDoesNotExist, DeploymentError

Allow any free ports to be used for SIP connections, for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode.

```
void removeSIPPortRange(
   String[] names
)
```

### removeSIPPortRangeByLocation( location, names ) throws ObjectDoesNotExist, DeploymentError

Allow any free ports to be used for SIP connections, for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode. This is a location specific function, any action will operate on the specified location.

```
void removeSIPPortRangeByLocation(
   String location
   String[] names
)
```

### removeSSLClientCertificateAuthorities( names, values ) throws ObjectDoesNotExist, DeploymentError

Remove certificate authorities for validating client certificates for each of the named virtual servers.

```
void removeSSLClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### removeSSLClientCertificateAuthoritiesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

Remove certificate authorities for validating client certificates for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void removeSSLClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeSSLNeverExpiringClientCertificateAuthorities( names, values ) throws ObjectDoesNotExist, DeploymentError

Remove CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed, for each of the named virtual servers.

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```
void removeSSLNeverExpiringClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### removeSSLNeverExpiringClientCertificateAuthoritiesByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

Remove CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void removeSSLNeverExpiringClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeSSLOCSPIssuers( names, cas ) throws ObjectDoesNotExist, DeploymentError

Removes mappings between OCSP responder settings for the specified Certificate authorities

```
void removeSSLOCSPIssuers(
   String[] names
   String[][] cas
)
```

### removeSSLOCSPIssuersByLocation( location, names, cas ) throws ObjectDoesNotExist, DeploymentError

Removes mappings between OCSP responder settings for the specified Certificate authorities This is a location specific function, any action will operate on the specified location.

```
void removeSSLOCSPIssuersByLocation(
   String location
   String[] names
   String[][] cas
)
```

### removeTransactionExportHTTPHeaderBlacklist( names, values ) throws ObjectDoesNotExist, DeploymentError

Remove the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export.

```
void removeTransactionExportHTTPHeaderBlacklist(
   String[] names
   String[][] values
)
```


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### removeTransactionExportHTTPHeaderBlacklistByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError

Remove the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export. This is a location specific function, any action will operate on the specified location.

```
void removeTransactionExportHTTPHeaderBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### renameVirtualServer( names, new_names ) throws ObjectDoesNotExist, InvalidObjectName, DeploymentError, InvalidOperation

Rename each of the named virtual servers.

```
void renameVirtualServer(
   String[] names
   String[] new_names
)
```

### setAddClusterClientIPHeader( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether an 'X-Cluster-Client-Ip' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Cluster-Client-Ip' header contains the client's IP address.

```
void setAddClusterClientIPHeader(
   String[] names
   Boolean[] values
)
```

### setAddClusterClientIPHeaderByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether an 'X-Cluster-Client-Ip' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Cluster-Client-Ip' header contains the client's IP address. This is a location specific function, any action will operate on the specified location.

```
void setAddClusterClientIPHeaderByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAddXForwardedForHeader( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the remote client's IP address should be appended to the X-Forwarded-For header. The 'X-Forwarded-For' header contains the client's IP address.

```
void setAddXForwardedForHeader(
```

```
   String[] names
   Boolean[] values
)
```

### setAddXForwardedForHeaderByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the remote client's IP address should be appended to the X-Forwarded-For header. The 'X-Forwarded-For' header contains the client's IP address. This is a location specific function, any action will operate on the specified location.

```
void setAddXForwardedForHeaderByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAddXForwardedProtoHeader( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether an 'X-Forwarded-Proto' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Forwarded-Proto' header contains the protocol the client used to connect to the traffic manager

```
void setAddXForwardedProtoHeader(
   String[] names
   Boolean[] values
)
```

### setAddXForwardedProtoHeaderByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether an 'X-Forwarded-Proto' header should be added to each HTTP request, for each of the named virtual servers. The 'X-Forwarded-Proto' header contains the protocol the client used to connect to the traffic manager This is a location specific function, any action will operate on the specified location.

```
void setAddXForwardedProtoHeaderByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setApplicationFirewallEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, LicenseError

For each of the named virtual servers, enable or disable the Pulse Secure Web Application Firewall.

```
void setApplicationFirewallEnabled(
   String[] names
   Boolean[] values
)
```


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### setApplicationFirewallEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, LicenseError

For each of the named virtual servers, enable or disable the Pulse Secure Web Application Firewall. This is a location specific function, any action will operate on the specified location.

```
void setApplicationFirewallEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAptimizerEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should optimize web content.

```
void setAptimizerEnabled(
   String[] names
   Boolean[] values
)
```

### setAptimizerEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should optimize web content. This is a location specific function, any action will operate on the specified location.

```
void setAptimizerEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAuthSamlIdp( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the Trusted Identity Provider configuration to use.

```
void setAuthSamlIdp(
   String[] names
   String[] values
)
```

### setAuthSamlIdpByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the Trusted Identity Provider configuration to use. This is a location specific function, any action will operate on the specified location.

```
void setAuthSamlIdpByLocation(
   String location
   String[] names
   String[] values
)
```

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### setAuthSamlNameIdFormat( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the desired nameid format.

```
void setAuthSamlNameIdFormat(
   String[] names
   VirtualServer.AuthSamlNameIdFormat[] values
)
```

### setAuthSamlNameIdFormatByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the desired nameid format. This is a location specific function, any action will operate on the specified location.

```
void setAuthSamlNameIdFormatByLocation(
   String location
   String[] names
   VirtualServer.AuthSamlNameIdFormat[] values
)
```

### setAuthSamlSpAcsUrl( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the URL of the assertion consumer service.

```
void setAuthSamlSpAcsUrl(
   String[] names
   String[] values
)
```

### setAuthSamlSpAcsUrlByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the URL of the assertion consumer service. This is a location specific function, any action will operate on the specified location.

```
void setAuthSamlSpAcsUrlByLocation(
   String location
   String[] names
   String[] values
)
```

### setAuthSamlSpEntityId( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the entity id of this service provider.

```
void setAuthSamlSpEntityId(
   String[] names
   String[] values
)
```


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### setAuthSamlSpEntityIdByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the entity id of this service provider. This is a location specific function, any action will operate on the specified location.

```
void setAuthSamlSpEntityIdByLocation(
   String location
   String[] names
   String[] values
)
```

### setAuthSamlTimeTolerance( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time tolerance on authentication checks (in seconds)

```
void setAuthSamlTimeTolerance(
   String[] names
   Unsigned Integer[] values
)
```

### setAuthSamlTimeToleranceByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time tolerance on authentication checks (in seconds) This is a location specific function, any action will operate on the specified location.

```
void setAuthSamlTimeToleranceByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAuthSessionCookieAttributes( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the attributes of the cookie used for the authentication session.

```
void setAuthSessionCookieAttributes(
   String[] names
   String[] values
)
```

### setAuthSessionCookieAttributesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the attributes of the cookie used for the authentication session. This is a location specific function, any action will operate on the specified location.

```
void setAuthSessionCookieAttributesByLocation(
   String location
   String[] names
   String[] values
)
```

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### setAuthSessionCookieName( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the cookie used for the authentication session.

```
void setAuthSessionCookieName(
   String[] names
   String[] values
)
```

### setAuthSessionCookieNameByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the cookie used for the authentication session. This is a location specific function, any action will operate on the specified location.

```
void setAuthSessionCookieNameByLocation(
   String location
   String[] names
   String[] values
)
```

### setAuthSessionLogExternalState( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set plaintext logging of encrypted authentication session state

```
void setAuthSessionLogExternalState(
   String[] names
   Boolean[] values
)
```

### setAuthSessionLogExternalStateByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set plaintext logging of encrypted authentication session state This is a location specific function, any action will operate on the specified location.

```
void setAuthSessionLogExternalStateByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAuthSessionTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the authentication session timeout (in seconds)

```
void setAuthSessionTimeout(
   String[] names
   Unsigned Integer[] values
)
```


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### setAuthSessionTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the authentication session timeout (in seconds) This is a location specific function, any action will operate on the specified location.

```
void setAuthSessionTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAuthType( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the type of authentication to apply to requests to the virtual server.

```
void setAuthType(
   String[] names
   VirtualServer.AuthType[] values
)
```

### setAuthTypeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the type of authentication to apply to requests to the virtual server. This is a location specific function, any action will operate on the specified location.

```
void setAuthTypeByLocation(
   String location
   String[] names
   VirtualServer.AuthType[] values
)
```

### setAuthVerbose( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether vserver authentication events should be logged in detail

```
void setAuthVerbose(
   String[] names
   Boolean[] values
)
```

### setAuthVerboseByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether vserver authentication events should be logged in detail This is a location specific function, any action will operate on the specified location.

```
void setAuthVerboseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setAutodetectUpgradeHeaders( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the traffic manager should check for HTTP responses that confirm an upgrade to the WebSockets protocol and automatically stop any protocol-specific processing for that connection when detected.

```
void setAutodetectUpgradeHeaders(
   String[] names
   Boolean[] values
)
```

### setAutodetectUpgradeHeadersByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the traffic manager should check for HTTP responses that confirm an upgrade to the WebSockets protocol and automatically stop any protocol-specific processing for that connection when detected. This is a location specific function, any action will operate on the specified location.

```
void setAutodetectUpgradeHeadersByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setBandwidthClass( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Bandwidth Class that each of the named virtual servers uses.

```
void setBandwidthClass(
   String[] names
   String[] values
)
```

### setBandwidthClassByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Bandwidth Class that each of the named virtual servers uses. This is a location specific function, any action will operate on the specified location.

```
void setBandwidthClassByLocation(
   String location
   String[] names
   String[] values
)
```

### setBypassDataPlaneAcceleration( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setBypassDataPlaneAcceleration(
   String[] names
   Boolean[] values
```


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```
)
```

### setBypassDataPlaneAccelerationByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setBypassDataPlaneAccelerationByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setCloseWithRst( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether connections from clients should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state.

```
void setCloseWithRst(
   String[] names
   Boolean[] values
)
```

### setCloseWithRstByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether connections from clients should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state. This is a location specific function, any action will operate on the specified location.

```
void setCloseWithRstByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setCompletionRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on the completion of a transaction for each of the named virtual servers.

```
void setCompletionRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

### setCompletionRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on the completion of a transaction for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setCompletionRulesByLocation(
   String location
   String[] names
```

```
   VirtualServer.Rule[][] rules
)
```

### setCompressUnknownSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should compress documents with no given size.

```
void setCompressUnknownSize(
   String[] names
   Boolean[] values
)
```

### setCompressUnknownSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should compress documents with no given size. This is a location specific function, any action will operate on the specified location.

```
void setCompressUnknownSizeByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setCompressionETagRewrite( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how the ETag header should be manipulated when compressing content.

```
void setCompressionETagRewrite(
   String[] names
   VirtualServer.CompressionETagRewrite[] values
)
```

### setCompressionETagRewriteByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how the ETag header should be manipulated when compressing content. This is a location specific function, any action will operate on the specified location.

```
void setCompressionETagRewriteByLocation(
   String location
   String[] names
   VirtualServer.CompressionETagRewrite[] values
)
```

### setCompressionEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should compress web pages before sending to the client.

```
void setCompressionEnabled(
   String[] names
   Boolean[] values
```


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```
)
```

### setCompressionEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should compress web pages before sending to the client. This is a location specific function, any action will operate on the specified location.

```
void setCompressionEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setCompressionLevel( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the gzip compression level, for each of the named virtual servers.

```
void setCompressionLevel(
   String[] names
   Unsigned Integer[] values
)
```

### setCompressionLevelByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the gzip compression level, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setCompressionLevelByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setCompressionMIMETypes( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the list of MIME types to compress, for each of the named virtual servers.

```
void setCompressionMIMETypes(
   String[] names
   String[][] values
)
```

### setCompressionMIMETypesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the list of MIME types to compress, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setCompressionMIMETypesByLocation(
   String location
   String[] names
```

```
   String[][] values
)
```

### setCompressionMaxSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum document size to compress, in bytes, for each of the named virtual servers. A document size of '0' means 'unlimited'.

```
void setCompressionMaxSize(
   String[] names
   Unsigned Integer[] values
)
```

### setCompressionMaxSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum document size to compress, in bytes, for each of the named virtual servers. A document size of '0' means 'unlimited'. This is a location specific function, any action will operate on the specified location.

```
void setCompressionMaxSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setCompressionMinSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the minimum document size to compress, in bytes, for each of the named virtual servers.

```
void setCompressionMinSize(
   String[] names
   Unsigned Integer[] values
)
```

### setCompressionMinSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the minimum document size to compress, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setCompressionMinSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setConnectTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, for which an established connection can remain idle waiting for some initial data to be received from the client. The initial data is defined as a complete set of request headers for HTTP, SIP and RTSP services, or the first byte of data for all other services. A value of 0 will disable the timeout.


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```
void setConnectTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setConnectTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, for which an established connection can remain idle waiting for some initial data to be received from the client. The initial data is defined as a complete set of request headers for HTTP, SIP and RTSP services, or the first byte of data for all other services. A value of 0 will disable the timeout. This is a location specific function, any action will operate on the specified location.

```
void setConnectTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setCookieDomainRewriteMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how each of the named virtual servers should rewrite the domain portion of cookies set by a back-end web server.

```
void setCookieDomainRewriteMode(
   String[] names
   VirtualServer.CookieDomainRewriteMode[] values
)
```

### setCookieDomainRewriteModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how each of the named virtual servers should rewrite the domain portion of cookies set by a back-end web server. This is a location specific function, any action will operate on the specified location.

```
void setCookieDomainRewriteModeByLocation(
   String location
   String[] names
   VirtualServer.CookieDomainRewriteMode[] values
)
```

### setCookieNamedDomain( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the domain to use when rewriting cookie domains, for each of the named virtual servers.

```
void setCookieNamedDomain(
   String[] names
   String[] values
)
```

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### setCookieNamedDomainByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the domain to use when rewriting cookie domains, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setCookieNamedDomainByLocation(
   String location
   String[] names
   String[] values
)
```

### setCookiePathRewrite( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set the regex, and replacement for rewriting the path portion of a cookie.

```
void setCookiePathRewrite(
   String[] names
   VirtualServer.RegexReplacement[] values
)
```

### setCookiePathRewriteByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set the regex, and replacement for rewriting the path portion of a cookie. This is a location specific function, any action will operate on the specified location.

```
void setCookiePathRewriteByLocation(
   String location
   String[] names
   VirtualServer.RegexReplacement[] values
)
```

### setCookieSecureFlagRewriteMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should modify the 'secure' tag of cookies set by a back-end web server.

```
void setCookieSecureFlagRewriteMode(
   String[] names
   VirtualServer.CookieSecureFlagRewriteMode[] values
)
```

### setCookieSecureFlagRewriteModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should modify the 'secure' tag of cookies set by a back-end web server. This is a location specific function, any action will operate on the specified location.

```
void setCookieSecureFlagRewriteModeByLocation(
   String location
```


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```
   String[] names
   VirtualServer.CookieSecureFlagRewriteMode[] values
)
```

### setDNSEdnsClientSubnet( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of EDNS client subnet option is enabled

```
void setDNSEdnsClientSubnet(
   String[] names
   Boolean[] values
)
```

### setDNSEdnsClientSubnetByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of EDNS client subnet option is enabled This is a location specific function, any action will operate on the specified location.

```
void setDNSEdnsClientSubnetByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setDNSEdnsUdpsize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set EDNS UDP size advertised in responses

```
void setDNSEdnsUdpsize(
   String[] names
   Unsigned Integer[] values
)
```

### setDNSEdnsUdpsizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set EDNS UDP size advertised in responses This is a location specific function, any action will operate on the specified location.

```
void setDNSEdnsUdpsizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setDNSMaxUdpsize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Maximum UDP answer size

```
void setDNSMaxUdpsize(
   String[] names
```

```
   Unsigned Integer[] values
)
```

### setDNSMaxUdpsizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Maximum UDP answer size This is a location specific function, any action will operate on the specified location.

```
void setDNSMaxUdpsizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setDNSRecordsetOrder( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set order of records in a DNS response

```
void setDNSRecordsetOrder(
   String[] names
   VirtualServer.DNSRecordsetOrder[] values
)
```

### setDNSRecordsetOrderByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set order of records in a DNS response This is a location specific function, any action will operate on the specified location.

```
void setDNSRecordsetOrderByLocation(
   String location
   String[] names
   VirtualServer.DNSRecordsetOrder[] values
)
```

### setDNSVerbose( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether built-in DNS server should log verbose messges

```
void setDNSVerbose(
   String[] names
   Boolean[] values
)
```

### setDNSVerboseByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether built-in DNS server should log verbose messges This is a location specific function, any action will operate on the specified location.

```
void setDNSVerboseByLocation(
   String location
```


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```
   String[] names
   Boolean[] values
)
```

### setDNSZones( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Space separated list of DNS zones

```
void setDNSZones(
   String[] names
   String[][] values
)
```

### setDNSZonesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Space separated list of DNS zones This is a location specific function, any action will operate on the specified location.

```
void setDNSZonesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setDefaultPool( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the default Pool that traffic is sent to for each of the named virtual servers.

```
void setDefaultPool(
   String[] names
   String[] values
)
```

### setDefaultPoolByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the default Pool that traffic is sent to for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setDefaultPoolByLocation(
   String location
   String[] names
   String[] values
)
```

### setEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers is enabled (i.e. serving traffic).

```
void setEnabled(
   String[] names
   Boolean[] values
)
```

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### setEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers is enabled (i.e. serving traffic). This is a location specific function, any action will operate on the specified location.

```
void setEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setErrorFile( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the file names of the error texts that each of the named virtual servers will send back to a client in case of back-end or internal errors.

```
void setErrorFile(
   String[] names
   String[] values
)
```

### setErrorFileByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the file names of the error texts that each of the named virtual servers will send back to a client in case of back-end or internal errors. This is a location specific function, any action will operate on the specified location.

```
void setErrorFileByLocation(
   String location
   String[] names
   String[] values
)
```

### setFTPDataSourcePort( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the source port each of the named virtual servers should use for active-mode FTP data connections. If 0, a random high port will be used, otherwise the specified port will be used. If a port below 1024 is required you must first explicitly permit use of low ports with the ftp_data_bind_low global setting.

```
void setFTPDataSourcePort(
   String[] names
   Unsigned Integer[] values
)
```

### setFTPDataSourcePortByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the source port each of the named virtual servers should use for active-mode FTP data connections. If 0, a random high port will be used, otherwise the specified port will be used. If a port below 1024 is required you must first explicitly permit use of low ports with the ftp_data_bind_low global setting. This is a location specific function, any action will operate on the specified location.


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```
void setFTPDataSourcePortByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setFTPForceClientSecure( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should require incoming FTP data connections (from clients) to originate from the same IP address as the corresponding control connection.

```
void setFTPForceClientSecure(
   String[] names
   Boolean[] values
)
```

### setFTPForceClientSecureByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should require incoming FTP data connections (from clients) to originate from the same IP address as the corresponding control connection. This is a location specific function, any action will operate on the specified location.

```
void setFTPForceClientSecureByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setFTPForceServerSecure( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should require incoming FTP data connections (from nodes) to originate from the same IP address as the corresponding control connection.

```
void setFTPForceServerSecure(
   String[] names
   Boolean[] values
)
```

### setFTPForceServerSecureByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should require incoming FTP data connections (from nodes) to originate from the same IP address as the corresponding control connection. This is a location specific function, any action will operate on the specified location.

```
void setFTPForceServerSecureByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setFTPPortRange( names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for FTP data connections for each of the named virtual servers.

```
void setFTPPortRange(
   String[] names
   VirtualServer.FTPPortRange[] range
)
```

### setFTPPortRangeByLocation( location, names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for FTP data connections for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setFTPPortRangeByLocation(
   String location
   String[] names
   VirtualServer.FTPPortRange[] range
)
```

### setFTPSSLData( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should use SSL on the data connection as well as the control connection

```
void setFTPSSLData(
   String[] names
   Boolean[] values
)
```

### setFTPSSLDataByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should use SSL on the data connection as well as the control connection This is a location specific function, any action will operate on the specified location.

```
void setFTPSSLDataByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setGLBServices( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set GLB Services used by the virtual server

```
void setGLBServices(
   String[] names
   String[][] values
)
```


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### setGLBServicesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set GLB Services used by the virtual server This is a location specific function, any action will operate on the specified location.

```
void setGLBServicesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setHTTP2ConnectTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for a request on a new HTTP/2 connection, in seconds. If no request is received in this time, the connection will be closed. This setting overrides 'connect_timeout', and uses the value of 'connect_timeout' if set to zero.

```
void setHTTP2ConnectTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2ConnectTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for a request on a new HTTP/2 connection, in seconds. If no request is received in this time, the connection will be closed. This setting overrides 'connect_timeout', and uses the value of 'connect_timeout' if set to zero. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2ConnectTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2DataFrameSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the preferred HTTP/2 data frame size

```
void setHTTP2DataFrameSize(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2DataFrameSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the preferred HTTP/2 data frame size This is a location specific function, any action will operate on the specified location.

```
void setHTTP2DataFrameSizeByLocation(
```

```
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2Enabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set allows the HTTP/2 protocol to be used.

```
void setHTTP2Enabled(
   String[] names
   Boolean[] values
)
```

### setHTTP2EnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set allows the HTTP/2 protocol to be used. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2EnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setHTTP2HeaderTableSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory allowed for header compression

```
void setHTTP2HeaderTableSize(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2HeaderTableSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory allowed for header compression This is a location specific function, any action will operate on the specified location.

```
void setHTTP2HeaderTableSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2HeadersIndexBlacklist( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set a list of header names that should never be compressed using indexing.

```
void setHTTP2HeadersIndexBlacklist(
```


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```
   String[] names
   String[][] values
)
```

### setHTTP2HeadersIndexBlacklistByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set a list of header names that should never be compressed using indexing. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2HeadersIndexBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### setHTTP2HeadersIndexDefault( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether all HTTP/2 headers should be compressed using indexing, except those specified in the blacklist, or whether all HTTP/2 headers should not be compressed using indexing, except those specified in the whitelist.

```
void setHTTP2HeadersIndexDefault(
   String[] names
   Boolean[] values
)
```

### setHTTP2HeadersIndexDefaultByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether all HTTP/2 headers should be compressed using indexing, except those specified in the blacklist, or whether all HTTP/2 headers should not be compressed using indexing, except those specified in the whitelist. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2HeadersIndexDefaultByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setHTTP2HeadersIndexWhitelist( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set a list of header names that can be compressed using indexing when the default is to never index.

```
void setHTTP2HeadersIndexWhitelist(
   String[] names
   String[][] values
)
```

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### setHTTP2HeadersIndexWhitelistByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set a list of header names that can be compressed using indexing when the default is to never index. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2HeadersIndexWhitelistByLocation(
   String location
   String[] names
   String[][] values
)
```

### setHTTP2HeadersSizeLimit( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum size, in bytes, of decompressed headers for an HTTP/2 request.

```
void setHTTP2HeadersSizeLimit(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2HeadersSizeLimitByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum size, in bytes, of decompressed headers for an HTTP/2 request. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2HeadersSizeLimitByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2IdleTimeoutNoStreams( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for an HTTP/2 request on a previously used HTTP/2 connection with no open streams.

```
void setHTTP2IdleTimeoutNoStreams(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2IdleTimeoutNoStreamsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for an HTTP/2 request on a previously used HTTP/2 connection with no open streams. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2IdleTimeoutNoStreamsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```


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### setHTTP2IdleTimeoutOpenStreams( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for data on an HTTP/2 connection with open streams that haven't sent data recently

```
void setHTTP2IdleTimeoutOpenStreams(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2IdleTimeoutOpenStreamsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for data on an HTTP/2 connection with open streams that haven't sent data recently This is a location specific function, any action will operate on the specified location.

```
void setHTTP2IdleTimeoutOpenStreamsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MaxConcurrentStreams( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of concurrent streams allowed

```
void setHTTP2MaxConcurrentStreams(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MaxConcurrentStreamsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of concurrent streams allowed This is a location specific function, any action will operate on the specified location.

```
void setHTTP2MaxConcurrentStreamsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MaxFrameSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum HTTP/2 frame size

```
void setHTTP2MaxFrameSize(
   String[] names
   Unsigned Integer[] values
)
```

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### setHTTP2MaxFrameSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum HTTP/2 frame size This is a location specific function, any action will operate on the specified location.

```
void setHTTP2MaxFrameSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MaxHeaderPadding( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum size, in bytes, of random-length padding to add to HTTP/2 header frames

```
void setHTTP2MaxHeaderPadding(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MaxHeaderPaddingByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the maximum size, in bytes, of random-length padding to add to HTTP/2 header frames This is a location specific function, any action will operate on the specified location.

```
void setHTTP2MaxHeaderPaddingByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2MergeCookieHeaders( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Cookie headers received from an HTTP/2 client should be merged into a single Cookie header before forwarding to an HTTP/1.1 server.

```
void setHTTP2MergeCookieHeaders(
   String[] names
   Boolean[] values
)
```

### setHTTP2MergeCookieHeadersByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Cookie headers received from an HTTP/2 client should be merged into a single Cookie header before forwarding to an HTTP/1.1 server. This is a location specific function, any action will operate on the specified location.

```
void setHTTP2MergeCookieHeadersByLocation(
   String location
```


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```
   String[] names
   Boolean[] values
)
```

### setHTTP2StreamWindowSize( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the flow control window size

```
void setHTTP2StreamWindowSize(
   String[] names
   Unsigned Integer[] values
)
```

### setHTTP2StreamWindowSizeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the flow control window size This is a location specific function, any action will operate on the specified location.

```
void setHTTP2StreamWindowSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHttpChunkOverheadForwarding( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how to handle forwarding of data that is pure HTTP chunking overhead.

```
void setHttpChunkOverheadForwarding(
   String[] names
   VirtualServer.HttpChunkOverheadForwarding[] values
)
```

### setHttpChunkOverheadForwardingByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set how to handle forwarding of data that is pure HTTP chunking overhead. This is a location specific function, any action will operate on the specified location.

```
void setHttpChunkOverheadForwardingByLocation(
   String location
   String[] names
   VirtualServer.HttpChunkOverheadForwarding[] values
)
```

### setKeepalive( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should allow clients to maintain keepalive connections.

```
void setKeepalive(
   String[] names
   Boolean[] values
```

```
)
```

### setKeepaliveByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should allow clients to maintain keepalive connections. This is a location specific function, any action will operate on the specified location.

```
void setKeepaliveByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setKeepaliveTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time that an idle keepalive connection should be kept open for, in seconds, for each of the named virtual servers.

```
void setKeepaliveTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setKeepaliveTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time that an idle keepalive connection should be kept open for, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setKeepaliveTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setKerberosProtocolTransitionEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets whether each of the named virtual servers should use Kerberos Protocol Transition.

```
void setKerberosProtocolTransitionEnabled(
   String[] names
   Boolean[] values
)
```

### setKerberosProtocolTransitionEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets whether each of the named virtual servers should use Kerberos Protocol Transition. This is a location specific function, any action will operate on the specified location.

```
void setKerberosProtocolTransitionEnabledByLocation(
```


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```
   String location
   String[] names
   Boolean[] values
)
```

### setKerberosProtocolTransitionPrincipal( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Kerberos principal that each of the named virtual servers uses to perform Kerberos Protocol Transition

```
void setKerberosProtocolTransitionPrincipal(
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionPrincipalByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Kerberos principal that each of the named virtual servers uses to perform Kerberos Protocol Transition This is a location specific function, any action will operate on the specified location.

```
void setKerberosProtocolTransitionPrincipalByLocation(
   String location
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionTarget( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Kerberos principal name of the service that each of the named virtual servers targets

```
void setKerberosProtocolTransitionTarget(
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionTargetByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Kerberos principal name of the service that each of the named virtual servers targets This is a location specific function, any action will operate on the specified location.

```
void setKerberosProtocolTransitionTargetByLocation(
   String location
   String[] names
   String[] values
)
```

### setL4AccelRSTOnServiceFailure( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelRSTOnServiceFailure(
```

```
   String[] names
   Boolean[] values
)
```

### setL4AccelRSTOnServiceFailureByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelRSTOnServiceFailureByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setL4AccelServiceIPSNAT( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelServiceIPSNAT(
   String[] names
   Boolean[] values
)
```

### setL4AccelServiceIPSNATByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelServiceIPSNATByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setL4AccelStateSync( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelStateSync(
   String[] names
   Boolean[] values
)
```

### setL4AccelStateSyncByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelStateSyncByLocation(
   String location
   String[] names
   Boolean[] values
```


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```
)
```

### setL4AccelTCPMaxSegmentLifetime( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelTCPMaxSegmentLifetime(
   String[] names
   Unsigned Integer[] values
)
```

### setL4AccelTCPMaxSegmentLifetimeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelTCPMaxSegmentLifetimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setL4AccelTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setL4AccelTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setL4AccelUDPCountRequests( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelUDPCountRequests(
   String[] names
   Boolean[] values
)
```

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### setL4AccelUDPCountRequestsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setL4AccelUDPCountRequestsByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setListenAddresses( names, addresses ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the specific IP addresses and hostnames for each named virtual server to listen on.

```
void setListenAddresses(
   String[] names
   String[][] addresses
)
```

### setListenAddressesByLocation( location, names, addresses ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the specific IP addresses and hostnames for each named virtual server to listen on. This is a location specific function, any action will operate on the specified location.

```
void setListenAddressesByLocation(
   String location
   String[] names
   String[][] addresses
)
```

### setListenOnAllAddresses( names ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Make each of the named virtual servers listen on all IP addresses.

```
void setListenOnAllAddresses(
   String[] names
)
```

### setListenOnAllAddressesByLocation( location, names ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Make each of the named virtual servers listen on all IP addresses. This is a location specific function, any action will operate on the specified location.

```
void setListenOnAllAddressesByLocation(
   String location
   String[] names
)
```


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### setListenTrafficIPGroups( names, groups ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set specific Traffic IP Groups for it to listen on.

```
void setListenTrafficIPGroups(
   String[] names
   String[][] groups
)
```

### setListenTrafficIPGroupsByLocation( location, names, groups ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set specific Traffic IP Groups for it to listen on. This is a location specific function, any action will operate on the specified location.

```
void setListenTrafficIPGroupsByLocation(
   String location
   String[] names
   String[][] groups
)
```

### setLocationDefaultRewriteMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should rewrite the 'Location' header. The rewrite is only performed if the location rewrite regex didn't match.

```
void setLocationDefaultRewriteMode(
   String[] names
   VirtualServer.LocationDefaultRewriteMode[] values
)
```

### setLocationDefaultRewriteModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should rewrite the 'Location' header. The rewrite is only performed if the location rewrite regex didn't match. This is a location specific function, any action will operate on the specified location.

```
void setLocationDefaultRewriteModeByLocation(
   String location
   String[] names
   VirtualServer.LocationDefaultRewriteMode[] values
)
```

### setLocationRewrite( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set the regex, and replacement for rewriting any 'Location' headers.

```
void setLocationRewrite(
   String[] names
   VirtualServer.RegexReplacement[] values
```

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```
)
```

### setLocationRewriteByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

For each of the named virtual servers, set the regex, and replacement for rewriting any 'Location' headers. This is a location specific function, any action will operate on the specified location.

```
void setLocationRewriteByLocation(
   String location
   String[] names
   VirtualServer.RegexReplacement[] values
)
```

### setLogClientConnectionFailures( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log client connection failures.

```
void setLogClientConnectionFailures(
   String[] names
   Boolean[] values
)
```

### setLogClientConnectionFailuresByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log client connection failures. This is a location specific function, any action will operate on the specified location.

```
void setLogClientConnectionFailuresByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLogEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should log each connection to a disk on the file system.

```
void setLogEnabled(
   String[] names
   Boolean[] values
)
```

### setLogEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should log each connection to a disk on the file system. This is a location specific function, any action will operate on the specified location.

```
void setLogEnabledByLocation(
   String location
   String[] names
```


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```
   Boolean[] values
)
```

### setLogFilename( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the file used to store request logs, for each of the named virtual servers.

```
void setLogFilename(
   String[] names
   String[] values
)
```

### setLogFilenameByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the name of the file used to store request logs, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setLogFilenameByLocation(
   String location
   String[] names
   String[] values
)
```

### setLogFormat( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the log file format for each of the named virtual servers.

```
void setLogFormat(
   String[] names
   String[] values
)
```

### setLogFormatByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the log file format for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setLogFormatByLocation(
   String location
   String[] names
   String[] values
)
```

### setLogSSLFailures( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log ssl failures.

```
void setLogSSLFailures(
   String[] names
   Boolean[] values
)
```

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### setLogSSLFailuresByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log ssl failures. This is a location specific function, any action will operate on the specified location.

```
void setLogSSLFailuresByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLogSSLResumptionFailures( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log messages when attempts to resume SSL sessions fail.

```
void setLogSSLResumptionFailures(
   String[] names
   Boolean[] values
)
```

### setLogSSLResumptionFailuresByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log messages when attempts to resume SSL sessions fail. This is a location specific function, any action will operate on the specified location.

```
void setLogSSLResumptionFailuresByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLogSaveAll( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to log all connections by default, or log no connections by default.

```
void setLogSaveAll(
   String[] names
   Boolean[] values
)
```

### setLogSaveAllByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to log all connections by default, or log no connections by default. This is a location specific function, any action will operate on the specified location.

```
void setLogSaveAllByLocation(
   String location
   String[] names
   Boolean[] values
)
```


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### setLogServerConnectionFailures( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log server connection failures.

```
void setLogServerConnectionFailures(
   String[] names
   Boolean[] values
)
```

### setLogServerConnectionFailuresByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log server connection failures. This is a location specific function, any action will operate on the specified location.

```
void setLogServerConnectionFailuresByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLogSessionPersistenceVerbose( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log session persistence events.

```
void setLogSessionPersistenceVerbose(
   String[] names
   Boolean[] values
)
```

### setLogSessionPersistenceVerboseByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the virtual server will log session persistence events. This is a location specific function, any action will operate on the specified location.

```
void setLogSessionPersistenceVerboseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setMIMEAutoDetect( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should auto-detect MIME types if the server does not provide them.

```
void setMIMEAutoDetect(
   String[] names
   Boolean[] values
)
```

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### setMIMEAutoDetectByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should auto-detect MIME types if the server does not provide them. This is a location specific function, any action will operate on the specified location.

```
void setMIMEAutoDetectByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setMIMEDefaultType( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the MIME type that the server uses as its 'default', for each of the named virtual servers. Responses with this mime type will be auto-corrected by the virtual server if this setting is enabled.

```
void setMIMEDefaultType(
   String[] names
   String[] values
)
```

### setMIMEDefaultTypeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the MIME type that the server uses as its 'default', for each of the named virtual servers. Responses with this mime type will be auto-corrected by the virtual server if this setting is enabled. This is a location specific function, any action will operate on the specified location.

```
void setMIMEDefaultTypeByLocation(
   String location
   String[] names
   String[] values
)
```

### setMaxClientBuffer( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory used to store data sent by the client, in bytes, for each of the named virtual servers.

```
void setMaxClientBuffer(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxClientBufferByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory used to store data sent by the client, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setMaxClientBufferByLocation(
   String location
```


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```
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConcurrentConnections( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set sets the maximum number of concurrent TCP connections this virtual server will accept. A value of 0 will allow unlimited concurrent TCP connections to this virtual server.

```
void setMaxConcurrentConnections(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConcurrentConnectionsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set sets the maximum number of concurrent TCP connections this virtual server will accept. A value of 0 will allow unlimited concurrent TCP connections to this virtual server. This is a location specific function, any action will operate on the specified location.

```
void setMaxConcurrentConnectionsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxServerBuffer( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory used to store data returned by the server, in bytes, for each of the named virtual servers.

```
void setMaxServerBuffer(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxServerBufferByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of memory used to store data returned by the server, in bytes, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setMaxServerBufferByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

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### setMaxTransactionDuration( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the total amount of time a transaction can take, zero means forever.

```
void setMaxTransactionDuration(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxTransactionDurationByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the total amount of time a transaction can take, zero means forever. This is a location specific function, any action will operate on the specified location.

```
void setMaxTransactionDurationByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setNote( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the note for each of the named virtual servers.

```
void setNote(
   String[] names
   String[] values
)
```

### setPort( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port that each of the named virtual servers listens on for incoming connections.

```
void setPort(
   String[] names
   Unsigned Integer[] values
)
```

### setPortByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port that each of the named virtual servers listens on for incoming connections. This is a location specific function, any action will operate on the specified location.

```
void setPortByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setProtection( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Service Protection Settings that are used to protect each of the named virtual servers.


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```
void setProtection(
   String[] names
   String[] values
)
```

### setProtectionByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Service Protection Settings that are used to protect each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setProtectionByLocation(
   String location
   String[] names
   String[] values
)
```

### setProtocol( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the protocol that each of the named virtual servers uses.

```
void setProtocol(
   String[] names
   VirtualServer.Protocol[] values
)
```

### setProxyClose( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send a FIN packet on to the back-end server when it is received from the client. The alternative is to close the connection to the client immediately. If the traffic manager is responding to the request itself, enabling this setting will cause the traffic manager to continue writing the response even after it has received a FIN from the client.

```
void setProxyClose(
   String[] names
   Boolean[] values
)
```

### setProxyCloseByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send a FIN packet on to the back-end server when it is received from the client. The alternative is to close the connection to the client immediately. If the traffic manager is responding to the request itself, enabling this setting will cause the traffic manager to continue writing the response even after it has received a FIN from the client. This is a location specific function, any action will operate on the specified location.

```
void setProxyCloseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setProxyProtocol( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set expect connections to the traffic manager to be prefixed with a PROXY protocol header.

```
void setProxyProtocol(
   String[] names
   Boolean[] values
)
```

### setProxyProtocolByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set expect connections to the traffic manager to be prefixed with a PROXY protocol header. This is a location specific function, any action will operate on the specified location.

```
void setProxyProtocolByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setRTSPPortRange( names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for RTSP streaming data connections for each of the named virtual servers.

```
void setRTSPPortRange(
   String[] names
   VirtualServer.PortRange[] range
)
```

### setRTSPPortRangeByLocation( location, names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for RTSP streaming data connections for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setRTSPPortRangeByLocation(
   String location
   String[] names
   VirtualServer.PortRange[] range
)
```

### setRTSPStreamingTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, after which data-streams associated with RTSP connections timeout if no data is transmitted.

```
void setRTSPStreamingTimeout(
   String[] names
   Unsigned Integer[] values
)
```


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### setRTSPStreamingTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, after which data-streams associated with RTSP connections timeout if no data is transmitted. This is a location specific function, any action will operate on the specified location.

```
void setRTSPStreamingTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setRecentConnsEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not any connections handled by this virtual server should be shown on the Connections page.

```
void setRecentConnsEnabled(
   String[] names
   Boolean[] values
)
```

### setRecentConnsEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not any connections handled by this virtual server should be shown on the Connections page. This is a location specific function, any action will operate on the specified location.

```
void setRecentConnsEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setRecentConnsSaveAll( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not all connections handled by this virtual server should be shown on the Connections page.

```
void setRecentConnsSaveAll(
   String[] names
   Boolean[] values
)
```

### setRecentConnsSaveAllByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not all connections handled by this virtual server should be shown on the Connections page. This is a location specific function, any action will operate on the specified location.

```
void setRecentConnsSaveAllByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setRequestSyslogEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should log each connection to a remote syslog server.

```
void setRequestSyslogEnabled(
   String[] names
   Boolean[] values
)
```

### setRequestSyslogEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should log each connection to a remote syslog server. This is a location specific function, any action will operate on the specified location.

```
void setRequestSyslogEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setRequestSyslogFormat( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the remote log line format for each of the named virtual servers.

```
void setRequestSyslogFormat(
   String[] names
   String[] values
)
```

### setRequestSyslogFormatByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the remote log line format for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setRequestSyslogFormatByLocation(
   String location
   String[] names
   String[] values
)
```

### setRequestSyslogIPEndpoint( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the remote syslog endpoint for each of the named virtual servers

```
void setRequestSyslogIPEndpoint(
   String[] names
   String[] values
)
```


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### setRequestSyslogIPEndpointByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the remote syslog endpoint for each of the named virtual servers This is a location specific function, any action will operate on the specified location.

```
void setRequestSyslogIPEndpointByLocation(
   String location
   String[] names
   String[] values
)
```

### setRequestSyslogMessageLenLimit( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set syslog message length limit.

```
void setRequestSyslogMessageLenLimit(
   String[] names
   Unsigned Integer[] values
)
```

### setRequestSyslogMessageLenLimitByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set syslog message length limit. This is a location specific function, any action will operate on the specified location.

```
void setRequestSyslogMessageLenLimitByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setRequestTracingEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to record a detailed list of processing history for each request.

```
void setRequestTracingEnabled(
   String[] names
   Boolean[] values
)
```

### setRequestTracingEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to record a detailed list of processing history for each request. This is a location specific function, any action will operate on the specified location.

```
void setRequestTracingEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setRequestTracingIO( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to record a detailed list of every IO event in the processing history for each request.

```
void setRequestTracingIO(
   String[] names
   Boolean[] values
)
```

### setRequestTracingIOByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to record a detailed list of every IO event in the processing history for each request. This is a location specific function, any action will operate on the specified location.

```
void setRequestTracingIOByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setResponseRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on server responses for each of the named virtual servers.

```
void setResponseRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

### setResponseRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on server responses for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setResponseRulesByLocation(
   String location
   String[] names
   VirtualServer.Rule[][] rules
)
```

### setRewriteSIPURI( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the Request-URI of SIP requests will be replaced with the selected back-end node's address.

```
void setRewriteSIPURI(
   String[] names
   Boolean[] values
)
```


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### setRewriteSIPURIByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the Request-URI of SIP requests will be replaced with the selected back-end node's address. This is a location specific function, any action will operate on the specified location.

```
void setRewriteSIPURIByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setRules( names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on client requests for each of the named virtual servers.

```
void setRules(
   String[] names
   VirtualServer.Rule[][] rules
)
```

### setRulesByLocation( location, names, rules ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the rules that are run on client requests for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setRulesByLocation(
   String location
   String[] names
   VirtualServer.Rule[][] rules
)
```

### setSIPDangerousRequestMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set what should be done with requests that contain body data and should be routed to an external IP.

```
void setSIPDangerousRequestMode(
   String[] names
   VirtualServer.SIPDangerousRequestMode[] values
)
```

### setSIPDangerousRequestModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set what should be done with requests that contain body data and should be routed to an external IP. This is a location specific function, any action will operate on the specified location.

```
void setSIPDangerousRequestModeByLocation(
   String location
   String[] names
   VirtualServer.SIPDangerousRequestMode[] values
)
```

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### setSIPFollowRoute( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to follow routing information in SIP requests.

```
void setSIPFollowRoute(
   String[] names
   Boolean[] values
)
```

### setSIPFollowRouteByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to follow routing information in SIP requests. This is a location specific function, any action will operate on the specified location.

```
void setSIPFollowRouteByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSIPMaxConnectionMemory( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set maximum memory per connection.

```
void setSIPMaxConnectionMemory(
   String[] names
   Unsigned Integer[] values
)
```

### setSIPMaxConnectionMemoryByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set maximum memory per connection. This is a location specific function, any action will operate on the specified location.

```
void setSIPMaxConnectionMemoryByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setSIPMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set which mode of operation the SIP virtual server should run in.

```
void setSIPMode(
   String[] names
   VirtualServer.SIPMode[] values
)
```


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### setSIPModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set which mode of operation the SIP virtual server should run in. This is a location specific function, any action will operate on the specified location.

```
void setSIPModeByLocation(
   String location
   String[] names
   VirtualServer.SIPMode[] values
)
```

### setSIPPortRange( names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for SIP data connections for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode.

```
void setSIPPortRange(
   String[] names
   VirtualServer.PortRange[] range
)
```

### setSIPPortRangeByLocation( location, names, range ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the port range used for SIP data connections for each of the named virtual servers. This setting is only used when the SIP virtual server is using 'Full Gateway' mode. This is a location specific function, any action will operate on the specified location.

```
void setSIPPortRangeByLocation(
   String location
   String[] names
   VirtualServer.PortRange[] range
)
```

### setSIPStreamingTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, after which a UDP stream will timeout if it has not seen any data.

```
void setSIPStreamingTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setSIPStreamingTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time, in seconds, after which a UDP stream will timeout if it has not seen any data. This is a location specific function, any action will operate on the specified location.

```
void setSIPStreamingTimeoutByLocation(
   String location
```

```
   String[] names
   Unsigned Integer[] values
)
```

### setSIPTimeoutMessages( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set send a timed out response to the client and CANCEL request to the server when a transaction times out.

```
void setSIPTimeoutMessages(
   String[] names
   Boolean[] values
)
```

### setSIPTimeoutMessagesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set send a timed out response to the client and CANCEL request to the server when a transaction times out. This is a location specific function, any action will operate on the specified location.

```
void setSIPTimeoutMessagesByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLCertificate( names, certs ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the name of the default SSL Certificate that is used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. You must call this function to set an SSL Certificate before turning on SSL Decryption.

```
void setSSLCertificate(
   String[] names
   String[] certs
)
```

### setSSLCertificateByLocation( location, names, certs ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the name of the default SSL Certificate that is used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. You must call this function to set an SSL Certificate before turning on SSL Decryption. This is a location specific function, any action will operate on the specified location.

```
void setSSLCertificateByLocation(
   String location
   String[] names
   String[] certs
)
```


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### setSSLCertificates( names, certs ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the name of the SSL certificates that are used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. You must call this function to set SSL Certificates before turning on SSL Decryption.

```
void setSSLCertificates(
   String[] names
   String[][] certs
)
```

### setSSLCertificatesByLocation( location, names, certs ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the name of the SSL certificates that are used for SSL decryption for each of the named virtual servers. This is the name of an item in the SSL Certificates Catalog. You must call this function to set SSL Certificates before turning on SSL Decryption. This is a location specific function, any action will operate on the specified location.

```
void setSSLCertificatesByLocation(
   String location
   String[] names
   String[][] certs
)
```

### setSSLCipherSuites( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the SSL/TLS cipher suites allowed for connections to this virtual server

```
void setSSLCipherSuites(
   String[] names
   String[] values
)
```

### setSSLCipherSuitesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the SSL/TLS cipher suites allowed for connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLCipherSuitesByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLCiphers( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is deprecated, and has been replaced with VirtualServer.setSSLCipherSuites

```
void setSSLCiphers(
   String[] names
   String[] values
```

```
)
```

### setSSLCiphersByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is deprecated, and has been replaced with VirtualServer.setSSLCipherSuites This is a location specific function, any action will operate on the specified location.

```
void setSSLCiphersByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLClientCertificateAuthorities( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the certificate authorities that are trusted for validating client certificates, for each of the named virtual servers.

```
void setSSLClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### setSSLClientCertificateAuthoritiesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the certificate authorities that are trusted for validating client certificates, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setSSLClientCertificateHeaders( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should add HTTP headers to each request to show the data in the client certificate.

```
void setSSLClientCertificateHeaders(
   String[] names
   VirtualServer.SSLClientCertificateHeaders[] values
)
```

### setSSLClientCertificateHeadersByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should add HTTP headers to each request to show the data in the client certificate. This is a location specific function, any action will operate on the specified location.


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```
void setSSLClientCertificateHeadersByLocation(
   String location
   String[] names
   VirtualServer.SSLClientCertificateHeaders[] values
)
```

### setSSLDecrypt( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets whether each of the named virtual servers should decrypt SSL traffic. This function will error unless an SSL Certificate has previously been set using setSSLCertificate.

```
void setSSLDecrypt(
   String[] names
   Boolean[] values
)
```

### setSSLDecryptByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets whether each of the named virtual servers should decrypt SSL traffic. This function will error unless an SSL Certificate has previously been set using setSSLCertificate. This is a location specific function, any action will operate on the specified location.

```
void setSSLDecryptByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLEllipticCurves( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the elliptic curve preference list for SSL connections to this virtual server

```
void setSSLEllipticCurves(
   String[] names
   String[] values
)
```

### setSSLEllipticCurvesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the elliptic curve preference list for SSL connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLEllipticCurvesByLocation(
   String location
   String[] names
   String[] values
)
```

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### setSSLExpectStartTLS( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should upgrade SMTP connections to SSL using the STARTTLS command.

```
void setSSLExpectStartTLS(
   String[] names
   Boolean[] values
)
```

### setSSLExpectStartTLSByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should upgrade SMTP connections to SSL using the STARTTLS command. This is a location specific function, any action will operate on the specified location.

```
void setSSLExpectStartTLSByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLHeaders( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should add HTTP headers to each request to show SSL connection parameters.

```
void setSSLHeaders(
   String[] names
   Boolean[] values
)
```

### setSSLHeadersByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should add HTTP headers to each request to show SSL connection parameters. This is a location specific function, any action will operate on the specified location.

```
void setSSLHeadersByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLHonorFallbackSCSV( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Fallback SCSV is honored by this virtual server

```
void setSSLHonorFallbackSCSV(
   String[] names
   VirtualServer.SSLHonorFallbackSCSV[] values
```


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```
)
```

### setSSLHonorFallbackSCSVByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Fallback SCSV is honored by this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLHonorFallbackSCSVByLocation(
   String location
   String[] names
   VirtualServer.SSLHonorFallbackSCSV[] values
)
```

### setSSLLogEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete. SSL logging is now done if LogConnectionFailures is enabled. Use VirtualServer.getLogConnectionFailures and VirtualServer.getLogConnection failures to control this configuration.

```
void setSSLLogEnabled(
   String[] names
   Boolean[] values
)
```

### setSSLNeverExpiringClientCertificateAuthorities( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed.

```
void setSSLNeverExpiringClientCertificateAuthorities(
   String[] names
   String[][] values
)
```

### setSSLNeverExpiringClientCertificateAuthoritiesByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the CAs for which any client certificate they validate is considered valid even if the client certificate's expiration date has passed. This is a location specific function, any action will operate on the specified location.

```
void setSSLNeverExpiringClientCertificateAuthoritiesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setSSLNeverExpiringClientCertificateAuthoritiesDepth( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of certificates in a certificate chain beyond those listed as NeverExpiringClientCertificateAuthorities whose certificate expiry will not be checked.

```
void setSSLNeverExpiringClientCertificateAuthoritiesDepth(
   String[] names
   Unsigned Integer[] values
)
```

### setSSLNeverExpiringClientCertificateAuthoritiesDepthByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of certificates in a certificate chain beyond those listed as NeverExpiringClientCertificateAuthorities whose certificate expiry will not be checked. This is a location specific function, any action will operate on the specified location.

```
void setSSLNeverExpiringClientCertificateAuthoritiesDepthByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPDefaults( names, ssl_ocsp_issuers ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the default OCSP responder settings for all client certificates.

```
void setSSLOCSPDefaults(
   String[] names
   VirtualServer.SSLOCSPIssuer[] ssl_ocsp_issuers
)
```

### setSSLOCSPDefaultsByLocation( location, names, ssl_ocsp_issuers ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the default OCSP responder settings for all client certificates. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPDefaultsByLocation(
   String location
   String[] names
   VirtualServer.SSLOCSPIssuer[] ssl_ocsp_issuers
)
```

### setSSLOCSPIssuers( names, ssl_ocsp_issuers ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets a list of mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings.

```
void setSSLOCSPIssuers(
   String[] names
   VirtualServer.SSLOCSPIssuer[][] ssl_ocsp_issuers
)
```


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### setSSLOCSPIssuersByLocation( location, names, ssl_ocsp_issuers ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Sets a list of mappings between Certificate Authorities and OCSP responder settings. Certificates issued by these authorities will be verified with OCSP using these settings. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPIssuersByLocation(
   String location
   String[] names
   VirtualServer.SSLOCSPIssuer[][] ssl_ocsp_issuers
)
```

### setSSLOCSPMaxResponseAge( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds for which an OCSP response is considered valid if it has not yet exceeded the time specified in the 'nextUpdate' field

```
void setSSLOCSPMaxResponseAge(
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPMaxResponseAgeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds for which an OCSP response is considered valid if it has not yet exceeded the time specified in the 'nextUpdate' field This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPMaxResponseAgeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPStapling( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the traffic manager is allowed to provide OCSP responses for certificates as part of the handshake, if the client sends a TLS status_request extension in the ClientHello, and OCSP URIs are present in certificates used by this virtual server.

```
void setSSLOCSPStapling(
   String[] names
   Boolean[] values
)
```

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### setSSLOCSPStaplingByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the traffic manager is allowed to provide OCSP responses for certificates as part of the handshake, if the client sends a TLS status_request extension in the ClientHello, and OCSP URIs are present in certificates used by this virtual server. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLOCSPTimeTolerance( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds outside the permitted range for which the 'thisUpdate' and 'nextUpdate' fields of an OCSP response are still considered valid

```
void setSSLOCSPTimeTolerance(
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPTimeToleranceByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds outside the permitted range for which the 'thisUpdate' and 'nextUpdate' fields of an OCSP response are still considered valid This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPTimeToleranceByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds after which OCSP requests will be timed out

```
void setSSLOCSPTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setSSLOCSPTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the number of seconds after which OCSP requests will be timed out This is a location specific function, any action will operate on the specified location.


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```
void setSSLOCSPTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setSSLPreferSSLv3( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now deprecated.

```
void setSSLPreferSSLv3(
   String[] names
   Boolean[] values
)
```

### setSSLPreferSSLv3ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
void setSSLPreferSSLv3ByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLRequestClientCertMode( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should request (or require) an identifying certificate from each client.

```
void setSSLRequestClientCertMode(
   String[] names
   VirtualServer.SSLRequestClientCertMode[] values
)
```

### setSSLRequestClientCertModeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should request (or require) an identifying certificate from each client. This is a location specific function, any action will operate on the specified location.

```
void setSSLRequestClientCertModeByLocation(
   String location
   String[] names
   VirtualServer.SSLRequestClientCertMode[] values
)
```

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### setSSLSendCloseAlerts( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send a close alert when initiating SSL socket disconnections.

```
void setSSLSendCloseAlerts(
   String[] names
   Boolean[] values
)
```

### setSSLSendCloseAlertsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send a close alert when initiating SSL socket disconnections. This is a location specific function, any action will operate on the specified location.

```
void setSSLSendCloseAlertsByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLSessionCacheEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of the session cache is enabled for this virtual server

```
void setSSLSessionCacheEnabled(
   String[] names
   VirtualServer.SSLSessionCacheEnabled[] values
)
```

### setSSLSessionCacheEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of the session cache is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionCacheEnabledByLocation(
   String location
   String[] names
   VirtualServer.SSLSessionCacheEnabled[] values
)
```

### setSSLSessionTicketsEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of session tickets is enabled for this virtual server

```
void setSSLSessionTicketsEnabled(
   String[] names
   VirtualServer.SSLSessionTicketsEnabled[] values
)
```


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### setSSLSessionTicketsEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether use of session tickets is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionTicketsEnabledByLocation(
   String location
   String[] names
   VirtualServer.SSLSessionTicketsEnabled[] values
)
```

### setSSLSignatureAlgorithms( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the SSL signature algorithms preference list for SSL connections to this virtual server

```
void setSSLSignatureAlgorithms(
   String[] names
   String[] values
)
```

### setSSLSignatureAlgorithmsByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the SSL signature algorithms preference list for SSL connections to this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSignatureAlgorithmsByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLSupportSSL2( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now deprecated.

```
void setSSLSupportSSL2(
   String[] names
   VirtualServer.SSLSupportSSL2[] values
)
```

### setSSLSupportSSL2ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportSSL2ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportSSL2[] values
)
```

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### setSSLSupportSSL3( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether SSLv3 is enabled for this virtual server

```
void setSSLSupportSSL3(
   String[] names
   VirtualServer.SSLSupportSSL3[] values
)
```

### setSSLSupportSSL3ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether SSLv3 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportSSL3ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportSSL3[] values
)
```

### setSSLSupportTLS1( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.0 is enabled for this virtual server

```
void setSSLSupportTLS1(
   String[] names
   VirtualServer.SSLSupportTLS1[] values
)
```

### setSSLSupportTLS11( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.1 is enabled for this virtual server

```
void setSSLSupportTLS11(
   String[] names
   VirtualServer.SSLSupportTLS11[] values
)
```

### setSSLSupportTLS11ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.1 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS11ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportTLS11[] values
)
```


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### setSSLSupportTLS12( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.2 is enabled for this virtual server

```
void setSSLSupportTLS12(
   String[] names
   VirtualServer.SSLSupportTLS12[] values
)
```

### setSSLSupportTLS12ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.2 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS12ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportTLS12[] values
)
```

### setSSLSupportTLS13( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.3 is enabled for this virtual server

```
void setSSLSupportTLS13(
   String[] names
   VirtualServer.SSLSupportTLS13[] values
)
```

### setSSLSupportTLS13ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.3 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS13ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportTLS13[] values
)
```

### setSSLSupportTLS1ByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether TLSv1.0 is enabled for this virtual server This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS1ByLocation(
   String location
   String[] names
   VirtualServer.SSLSupportTLS1[] values
)
```

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### setSSLTrustMagic( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should decode extra information on the true origin of an SSL connection. This information is prefixed onto an incoming SSL connection from another traffic manager.

```
void setSSLTrustMagic(
   String[] names
   Boolean[] values
)
```

### setSSLTrustMagicByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should decode extra information on the true origin of an SSL connection. This information is prefixed onto an incoming SSL connection from another traffic manager. This is a location specific function, any action will operate on the specified location.

```
void setSSLTrustMagicByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLUseOCSP( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not the traffic manager should use OCSP to check the revocation status of client certificates

```
void setSSLUseOCSP(
   String[] names
   Boolean[] values
)
```

### setSSLUseOCSPByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not the traffic manager should use OCSP to check the revocation status of client certificates This is a location specific function, any action will operate on the specified location.

```
void setSSLUseOCSPByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setServerfirstBanner( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the banner that each of the named virtual servers sends to clients for server-first protocols such as POP, SMTP and IMAP.

```
void setServerfirstBanner(
   String[] names
```


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```
   String[] values
)
```

### setServerfirstBannerByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the banner that each of the named virtual servers sends to clients for server-first protocols such as POP, SMTP and IMAP. This is a location specific function, any action will operate on the specified location.

```
void setServerfirstBannerByLocation(
   String location
   String[] names
   String[] values
)
```

### setServiceLevelMonitoring( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Service Level Monitoring class that each of the named virtual servers uses.

```
void setServiceLevelMonitoring(
   String[] names
   String[] values
)
```

### setServiceLevelMonitoringByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Service Level Monitoring class that each of the named virtual servers uses. This is a location specific function, any action will operate on the specified location.

```
void setServiceLevelMonitoringByLocation(
   String location
   String[] names
   String[] values
)
```

### setSipTransactionTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time after which an incomplete transaction should be discarded, in seconds, for each of the named virtual servers.

```
void setSipTransactionTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setSipTransactionTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time after which an incomplete transaction should be discarded, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

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```
void setSipTransactionTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setStripXForwardedProtoHeader( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Whether or not the virtual server should strip the \ 'X-Forwarded-Proto' header from incoming requests.

```
void setStripXForwardedProtoHeader(
   String[] names
   Boolean[] values
)
```

### setStripXForwardedProtoHeaderByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set Whether or not the virtual server should strip the \ 'X-Forwarded-Proto' header from incoming requests. This is a location specific function, any action will operate on the specified location.

```
void setStripXForwardedProtoHeaderByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for data on an already established connection, in seconds, for each of the named virtual servers.

```
void setTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time to wait for data on an already established connection, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```


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### setTransactionExportBrief( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to export a restricted set of metadata about transactions processed by this virtual server. If enabled, more verbose information such as client and server headers and request tracing events will be omitted from the exported data.

```
void setTransactionExportBrief(
   String[] names
   Boolean[] values
)
```

### setTransactionExportBriefByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to export a restricted set of metadata about transactions processed by this virtual server. If enabled, more verbose information such as client and server headers and request tracing events will be omitted from the exported data. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportBriefByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setTransactionExportEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to export metadata about transactions handled by this service to the globally configured endpoint.

```
void setTransactionExportEnabled(
   String[] names
   Boolean[] values
)
```

### setTransactionExportEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether to export metadata about transactions handled by this service to the globally configured endpoint. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setTransactionExportHTTPHeaderBlacklist( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export.

```
void setTransactionExportHTTPHeaderBlacklist(
   String[] names
   String[][] values
)
```

### setTransactionExportHTTPHeaderBlacklistByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the set of HTTP header names for which corresponding values should be redacted from the metadata exported by this virtual server. from transaction export. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportHTTPHeaderBlacklistByLocation(
   String location
   String[] names
   String[][] values
)
```

### setTransactionExportHiRes( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the transaction processing timeline included in the metadata export is recorded with a high, microsecond, resolution. If set to No, timestamps will be recorded with a resolution of milliseconds.

```
void setTransactionExportHiRes(
   String[] names
   Boolean[] values
)
```

### setTransactionExportHiResByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether the transaction processing timeline included in the metadata export is recorded with a high, microsecond, resolution. If set to No, timestamps will be recorded with a resolution of milliseconds. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportHiResByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setTransparent( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not bound sockets should be configured for transparent proxying.

```
void setTransparent(
```


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```
   String[] names
   Boolean[] values
)
```

### setTransparentByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether or not bound sockets should be configured for transparent proxying. This is a location specific function, any action will operate on the specified location.

```
void setTransparentByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setUDPEndTransaction( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setUDPEndTransaction(
   String[] names
   VirtualServer.UDPEndTransaction[] values
)
```

### setUDPEndTransactionByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setUDPEndTransactionByLocation(
   String location
   String[] names
   VirtualServer.UDPEndTransaction[] values
)
```

### setUDPEndpointPersistence( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send UDP datagrams received from the same IP address and port to the same pool node if they match an existing UDP session. Sessions are defined by the protocol being handled, for example SIP datagrams are grouped based on the value of the Call-ID header.

```
void setUDPEndpointPersistence(
   String[] names
   Boolean[] values
)
```

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### setUDPEndpointPersistenceByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should send UDP datagrams received from the same IP address and port to the same pool node if they match an existing UDP session. Sessions are defined by the protocol being handled, for example SIP datagrams are grouped based on the value of the Call-ID header. This is a location specific function, any action will operate on the specified location.

```
void setUDPEndpointPersistenceByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setUDPResponseDatagramsExpected( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the expected number of UDP datagrams in the response, for each of the named virtual servers. For simple request/response protocols a value of '1' should be used. If set to -1, the connection will not be discarded until the udp_timeout is reached.

```
void setUDPResponseDatagramsExpected(
   String[] names
   Integer[] values
)
```

### setUDPResponseDatagramsExpectedByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the expected number of UDP datagrams in the response, for each of the named virtual servers. For simple request/response protocols a value of '1' should be used. If set to -1, the connection will not be discarded until the udp_timeout is reached. This is a location specific function, any action will operate on the specified location.

```
void setUDPResponseDatagramsExpectedByLocation(
   String location
   String[] names
   Integer[] values
)
```

### setUDPTimeout( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time after which an idle UDP connection should be discarded and resources reclaimed, in seconds, for each of the named virtual servers.

```
void setUDPTimeout(
   String[] names
   Unsigned Integer[] values
)
```


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### setUDPTimeoutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time after which an idle UDP connection should be discarded and resources reclaimed, in seconds, for each of the named virtual servers. This is a location specific function, any action will operate on the specified location.

```
void setUDPTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setUseNagle( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Nagle's algorithm should be used for TCP connections.

```
void setUseNagle(
   String[] names
   Boolean[] values
)
```

### setUseNagleByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether Nagle's algorithm should be used for TCP connections. This is a location specific function, any action will operate on the specified location.

```
void setUseNagleByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setWebcacheControlOut( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Cache-Control header that should be sent with cached HTTP responses.

```
void setWebcacheControlOut(
   String[] names
   String[] values
)
```

### setWebcacheControlOutByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the Cache-Control header that should be sent with cached HTTP responses. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheControlOutByLocation(
   String location
   String[] names
   String[] values
```

```
)
```

### setWebcacheEnabled( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should attempt to cache web server responses.

```
void setWebcacheEnabled(
   String[] names
   Boolean[] values
)
```

### setWebcacheEnabledByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set whether each of the named virtual servers should attempt to cache web server responses. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setWebcacheErrorpageTime( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should cache error pages for.

```
void setWebcacheErrorpageTime(
   String[] names
   Unsigned Integer[] values
)
```

### setWebcacheErrorpageTimeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should cache error pages for. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheErrorpageTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setWebcacheRefreshTime( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should consider re-fetching cached pages in.

```
void setWebcacheRefreshTime(
   String[] names
   Unsigned Integer[] values
)
```


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### setWebcacheRefreshTimeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should consider re-fetching cached pages in. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheRefreshTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setWebcacheTime( names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should cache web pages for.

```
void setWebcacheTime(
   String[] names
   Unsigned Integer[] values
)
```

### setWebcacheTimeByLocation( location, names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the time periods that each of the named virtual servers should cache web pages for. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

## Structures

### VirtualServer.BasicInfo

This structure contains the basic information for a virtual server. It is used when creating a server, or modifying the port, protocol or default pool of a server.

```
struct VirtualServer.BasicInfo  {
   # The port to listen for incoming connections on.
   Integer port;

   # The protocol that this virtual server handles.
   VirtualServer.Protocol protocol;

   # The default pool that traffic to this virtual server will go to.
   String default_pool;
}
```

### VirtualServer.FTPPortRange

This structure contains the range of ports that FTP data connections use.

```
struct VirtualServer.FTPPortRange  {
   # The lower bound of the port range for FTP data connections.
   Integer low;

   # The upper bound of the port range for FTP data connections.
   Integer high;
}
```

### VirtualServer.PortRange

This structure contains the range of ports.

```
struct VirtualServer.PortRange  {
   # The lower bound of the port range.
   Integer low;

   # The upper bound of the port range.
   Integer high;
}
```

### VirtualServer.RegexReplacement

This structure contains a regex and a replacement string.

```
struct VirtualServer.RegexReplacement  {
   # The regular expression used to match against.
   String regex;

   # The replacement string if the regular expression matches. Parameters $1-$9
   # can be used to represent bracketed parts of the regular expression.
   String replacement;
}
```

### VirtualServer.Rule

This structure contains the information on how a rule is assigned to a virtual server.

```
struct VirtualServer.Rule  {
   # The name of the rule.
   String name;

   # Whether the rule is enabled or not.
   Boolean enabled;

   # Whether the rule runs on every request/response, or just the first
   VirtualServer.RuleRunFlag run_frequency;
}
```


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### VirtualServer.SSLOCSPIssuer

This object represents a mapping between a Certificate Authority (this is the name of an item in the Certificate Authorities Catalog) and configuration for an OCSP responder. Certificates issued by the Certificate Authority will use these OCSP responder settings.

```
struct VirtualServer.SSLOCSPIssuer  {
   # The Certificate Authority for which these settings apply. This is the name
   # of an item in the Certificate Authorities Catalog.
   String ca;

   # The URL of the OCSP responder that should be used to check the revocation
   # status of certificates issued by the Certificate Authority.
   String url;

   # Is OCSP required for certificates signed by this CA?
   VirtualServer.SSLOCSPCheck required;

   # If set to true the Authority Information Access X509 extension will be used
   # to determine the OCSP server's URL
   Boolean aia;

   # Should an OCSP nonce be added to each request to protect against replay
   # attacks. Not all OCSP servers support nonces.
   VirtualServer.SSLOCSPNonce nonce;

   # Should we sign OCSP requests?
   VirtualServer.SSLOCSPSignMode sign_mode;

   # The key pair used to sign OCSP requests. If not set OCSP requests will not
   # be signed. Must be an entry in the SSL Certificates Catalog.
   String signer;

   # The expected certificate that the OCSP responder should provide. Must be in
   # the Certificate Authority catalog, or be empty (meaning the issuer
   # certificate), or be exactly "_SIGNED_BY_ISSUER_" (which will accept either
   # the issuer or one that is signed by it and has id-kp-OCSPSigning in
   # extendedKeyUsage and has id-pkix-ocsp-nocheck).
   String responder_cert;
}
```

### VirtualServer.SSLSite

This object represents a mapping between a destination address and an SSL certificate (this is the name of an item in the SSL Certificates Catalog). Clients connecting to the SSL Site's address will be sent the associated certificate.

```
struct VirtualServer.SSLSite  {
   # The destination address that this site handles.
   String dest_address;

   # The certificate that will be sent when clients connect to the destination
   # address. This is a certificate name from the SSL Certificates Catalog.
   String certificate;
```

```
}
```

### VirtualServer.SSLSiteAlt

This object is an extension to SSLSite and provides support for multiple certificates per SSL site.

```
struct VirtualServer.SSLSiteAlt  {
   # The destination address that this site handles.
   String dest_address;

   # The certificate that will be sent when clients connect to the destination
   # address. This is a certificate name from the SSL Certificates Catalog.
   String certificate;

   # The extra SSL certificates.
   String[] alt_certificates;
}
```

## Enumerations

### VirtualServer.AuthSamlNameIdFormat

```
enum VirtualServer.AuthSamlNameIdFormat {
   # none
   none,

   # unspecified
   unspecified,

   # emailAddress
   emailAddress
}
```

### VirtualServer.AuthType

```
enum VirtualServer.AuthType {
   # None
   none,

   # SAML Service Provider
   saml_sp
}
```

### VirtualServer.CompressionETagRewrite

```
enum VirtualServer.CompressionETagRewrite {
   # Leave the ETag unchanged
   ignore,

   # Delete the ETag header
   delete,

   # Change the ETag header to specify a weak match
   weaken,
```


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```
   # Wrap the ETag, and attempt to unwrap safe conditional requests
   wrap
}
```

### VirtualServer.CookieDomainRewriteMode

```
enum VirtualServer.CookieDomainRewriteMode {
   # Do not rewrite the domain
   no_rewrite,

   # Rewrite the domain to the host header of the request
   set_to_request,

   # Rewrite the domain to the named domain value
   set_to_named
}
```

### VirtualServer.CookieSecureFlagRewriteMode

```
enum VirtualServer.CookieSecureFlagRewriteMode {
   # Do not modify the 'secure' tag
   no_modify,

   # Set the 'secure' tag
   set_secure,

   # Unset the 'secure' tag
   unset_secure
}
```

### VirtualServer.DNSRecordsetOrder

```
enum VirtualServer.DNSRecordsetOrder {
   # Fixed
   fixed,

   # Cyclic
   cyclic
}
```

### VirtualServer.HttpChunkOverheadForwarding

```
enum VirtualServer.HttpChunkOverheadForwarding {
   # lazy
   lazy,

   # eager
   eager
}
```

### VirtualServer.LocationDefaultRewriteMode

```
enum VirtualServer.LocationDefaultRewriteMode {
   # Nothing;
   never,
```

```
   # Rewrite the hostname to the request's "Host" header, and rewrite the
   # protocol and port if necessary;
   always,

   # Do not rewrite the hostname. Rewrite the protocol and port if the hostname
   # matches the request's "Host" header.
   if_host_matches
}
```

## VirtualServer.Protocol

```
enum VirtualServer.Protocol {
   # HTTP
   http,

   # FTP
   ftp,

   # IMAPv2
   imapv2,

   # IMAPv3
   imapv3,

   # IMAPv4
   imapv4,

   # POP3
   pop3,

   # SMTP
   smtp,

   # LDAP
   ldap,

   # Telnet
   telnet,

   # SSL
   ssl,

   # SSL (HTTPS)
   https,

   # SSL (IMAPS)
   imaps,

   # SSL (POP3S)
   pop3s,

   # SSL (LDAPS)
   ldaps,

   # UDP - Streaming
```


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```
   udpstreaming,

   # UDP
   udp,

   # DNS (UDP)
   dns,

   # DNS (TCP)
   dns_tcp,

   # SIP (UDP)
   sipudp,

   # SIP (TCP)
   siptcp,

   # RTSP
   rtsp,

   # Generic server first
   server_first,

   # Generic client first
   client_first,

   # Generic streaming
   stream
}
```

### VirtualServer.RuleRunFlag

This enumeration defines the run flags for a particular rule.

```
enum VirtualServer.RuleRunFlag {
   # Run on every request or response.
   run_every,

   # Run only on the first request or response.
   only_first
}
```

### VirtualServer.SIPDangerousRequestMode

```
enum VirtualServer.SIPDangerousRequestMode {
   # Send the request to a back-end node
   node,

   # Send a 403 Forbidden response to the client
   forbid,

   # Forward the request to its target URI (dangerous)
   forward
}
```

### VirtualServer.SIPMode

```
enum VirtualServer.SIPMode {
   # SIP Routing
   route,

   # SIP Gateway
   sipgw,

   # Full Gateway
   fullgw
}
```

### VirtualServer.SSLClientCertificateHeaders

```
enum VirtualServer.SSLClientCertificateHeaders {
   # No data
   none,

   # Certificate fields
   simple,

   # Certificate fields and certificate text
   all
}
```

### VirtualServer.SSLHonorFallbackSCSV

```
enum VirtualServer.SSLHonorFallbackSCSV {
   # Use the global setting for Fallback SCSV
   use_default,

   # Enable Fallback SCSV
   enabled,

   # Disable Fallback SCSV
   disabled
}
```

### VirtualServer.SSLOCSPCheck

Different modes of OCSP checking for an issuer.

```
enum VirtualServer.SSLOCSPCheck {
   # Do not perform an OCSP check
   none,

   # If an OCSP URL can be determined, perform an OCSP check.
   optional,

   # If an OCSP URL can be determined, perform an OCSP check. If not reject the
   # connection.
   strict
}
```


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### VirtualServer.SSLOCSPNonce

Should we include nonces in requests and how strict should we be when validating the response

```
enum VirtualServer.SSLOCSPNonce {
   # Do not use the nonce extension in OCSP requests, ignore any nonces in the
   # response.
   off,

   # Use the nonce extension in requests. If the response contains a nonce
   # validate it is correct.
   on,

   # Use the nonce extension in requests. The response must contain the correct
   # nonce, otherwise it is rejected.
   strict
}
```

### VirtualServer.SSLOCSPSignMode

The diferent modes for OCSP request signing

```
enum VirtualServer.SSLOCSPSignMode {
   # Do not sign OCSP requests
   none,

   # Use default OCSP settings for signing requests
   use_default,

   # Use a specific catalog certificate to sign requests
   sign
}
```

### VirtualServer.SSLRequestClientCertMode

```
enum VirtualServer.SSLRequestClientCertMode {
   # Do not request a client certificate
   dont_request,

   # Request, but do not require a client certificate
   request,

   # Require a client certificate
   require
}
```

### VirtualServer.SSLSessionCacheEnabled

```
enum VirtualServer.SSLSessionCacheEnabled {
   # Use the global setting for use of the session cache
   use_default,

   # Enable use of the session cache
   enabled,

   # Disable use of the session cache
```

```
   disabled
}
```

### VirtualServer.SSLSessionTicketsEnabled

```
enum VirtualServer.SSLSessionTicketsEnabled {
   # Use the global setting for use of session tickets
   use_default,

   # Enable use of the session tickets
   enabled,

   # Disable use of the session tickets
   disabled
}
```

### VirtualServer.SSLSupportSSL2

```
enum VirtualServer.SSLSupportSSL2 {
   # Use the global setting for SSLv2
   use_default,

   # Enable SSLv2 (not recommended)
   enabled,

   # Disable SSLv2
   disabled
}
```

### VirtualServer.SSLSupportSSL3

```
enum VirtualServer.SSLSupportSSL3 {
   # Use the global setting for SSLv3
   use_default,

   # Enable SSLv3
   enabled,

   # Disable SSLv3
   disabled
}
```

### VirtualServer.SSLSupportTLS1

```
enum VirtualServer.SSLSupportTLS1 {
   # Use the global setting for TLSv1.0
   use_default,

   # Enable TLSv1.0
   enabled,

   # Disable TLSv1.0
   disabled
}
```


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### VirtualServer.SSLSupportTLS11

```
enum VirtualServer.SSLSupportTLS11 {
   # Use the global setting for TLSv1.1
   use_default,

   # Enable TLSv1.1
   enabled,

   # Disable TLSv1.1
   disabled
}
```

### VirtualServer.SSLSupportTLS12

```
enum VirtualServer.SSLSupportTLS12 {
   # Use the global setting for TLSv1.2
   use_default,

   # Enable TLSv1.2
   enabled,

   # Disable TLSv1.2
   disabled
}
```

### VirtualServer.SSLSupportTLS13

```
enum VirtualServer.SSLSupportTLS13 {
   # Use the global setting for TLSv1.3
   use_default,

   # Enable TLSv1.3
   enabled,

   # Disable TLSv1.3
   disabled
}
```

### VirtualServer.UDPEndTransaction

```
enum VirtualServer.UDPEndTransaction {
   # When they time out
   timeout,

   # After one response
   one_response,

   # When the number of responses matches the number of requests
   match_requests
}
```

## Pool

URI: http://soap.zeus.com/zxtm/1.0/Pool/

The Pool interface allows management of Pool objects. Using this interface, you can create, delete and rename pool objects, and manage their configuration.

## Methods

### addAutoScaledPool( names, nodes ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput, DeploymentError

Add each of the named autoscaled pools, using the node lists for each. The node lists can be empty

```
void addAutoScaledPool(
   String[] names
   String[][] nodes
)
```

### addAutoscaleSecuritygroupids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the security group IDs to associate to the new EC2 instances.

```
void addAutoscaleSecuritygroupids(
   String[] names
   String[][] values
)
```

### addAutoscaleSecuritygroupidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the security group IDs to associate to the new EC2 instances. This is a location specific function, any action will operate on the specified location.

```
void addAutoscaleSecuritygroupidsByLocation(
   String location
   String[] names
   String[][] values
)
```

### addAutoscaleSubnetids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic.

```
void addAutoscaleSubnetids(
   String[] names
   String[][] values
)
```


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### addAutoscaleSubnetidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic. This is a location specific function, any action will operate on the specified location.

```
void addAutoscaleSubnetidsByLocation(
   String location
   String[] names
   String[][] values
)
```

### addDNSAutoscaleHostnames( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the hostnames to be used for DNS-derived autoscaling

```
void addDNSAutoscaleHostnames(
   String[] names
   String[][] values
)
```

### addDNSAutoscaleHostnamesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the hostnames to be used for DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
void addDNSAutoscaleHostnamesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addDrainingNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add nodes to the lists of draining nodes, for each of the named pools.

```
void addDrainingNodes(
   String[] names
   String[][] values
)
```

### addDrainingNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add nodes to the lists of draining nodes, for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void addDrainingNodesByLocation(
   String location
   String[] names
```

```
   String[][] values
)
```

### addMonitors( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Add monitors to each of the named pools.

```
void addMonitors(
   String[] names
   String[][] values
)
```

### addMonitorsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Add monitors to each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void addMonitorsByLocation(
   String location
   String[] names
   String[][] values
)
```

### addNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add nodes to each of the named pools.

```
void addNodes(
   String[] names
   String[][] values
)
```

### addNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add nodes to each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void addNodesByLocation(
   String location
   String[] names
   String[][] values
)
```

### addPool( names, nodes ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput, DeploymentError

Add each of the named pools, using the node lists for each.

```
void addPool(
   String[] names
   String[][] nodes
)
```


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### addSSLCommonNameMatch( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the list of names against which the 'common name' of the certificate is matched.

```
void addSSLCommonNameMatch(
   String[] names
   String[][] values
)
```

### addSSLCommonNameMatchByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the list of names against which the 'common name' of the certificate is matched. This is a location specific function, any action will operate on the specified location.

```
void addSSLCommonNameMatchByLocation(
   String location
   String[] names
   String[][] values
)
```

### addServiceDiscoveryPool( names ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput, DeploymentError

Add each of the named Service Discovery based pools.

```
void addServiceDiscoveryPool(
   String[] names
)
```

### copyPool( names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError

Copy each of the named pools.

```
void copyPool(
   String[] names
   String[] new_names
)
```

### deletePool( names ) throws ObjectInUse, ObjectDoesNotExist, DeploymentError

Delete each of the named pools.

```
void deletePool(
   String[] names
)
```

### disableNodes( names, nodes ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

For each of the named pools, disable the specified nodes in the pool.

```
void disableNodes(
```

```
   String[] names
   String[][] nodes
)
```

### disableNodesByLocation( location, names, nodes ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

For each of the named pools, disable the specified nodes in the pool. This is a location specific function, any action will operate on the specified location.

```
void disableNodesByLocation(
   String location
   String[] names
   String[][] nodes
)
```

### enableNodes( names, nodes ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

For each of the named pools, enable the specified nodes that are disabled in the pool.

```
void enableNodes(
   String[] names
   String[][] nodes
)
```

### enableNodesByLocation( location, names, nodes ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

For each of the named pools, enable the specified nodes that are disabled in the pool. This is a location specific function, any action will operate on the specified location.

```
void enableNodesByLocation(
   String location
   String[] names
   String[][] nodes
)
```

### getAutoscaleAddnodeDelaytime( names ) throws ObjectDoesNotExist

Get Delay in seconds before the node should be added to the autoscaled pool

```
Unsigned Integer[] getAutoscaleAddnodeDelaytime(
   String[] names
)
```

### getAutoscaleAddnodeDelaytimeByLocation( location, names ) throws ObjectDoesNotExist

Get Delay in seconds before the node should be added to the autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleAddnodeDelaytimeByLocation(
   String location
   String[] names
)
```


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### getAutoscaleCloudcredentials( names ) throws ObjectDoesNotExist

Get the cloud credentials for this autoscaled pool

```
String[] getAutoscaleCloudcredentials(
   String[] names
)
```

### getAutoscaleCloudcredentialsByLocation( location, names ) throws ObjectDoesNotExist

Get the cloud credentials for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleCloudcredentialsByLocation(
   String location
   String[] names
)
```

### getAutoscaleCluster( names ) throws ObjectDoesNotExist

Get The ESX host or ESX cluster name to put the new virtual machine instances on.

```
String[] getAutoscaleCluster(
   String[] names
)
```

### getAutoscaleClusterByLocation( location, names ) throws ObjectDoesNotExist

Get The ESX host or ESX cluster name to put the new virtual machine instances on. This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleClusterByLocation(
   String location
   String[] names
)
```

### getAutoscaleDatacenter( names ) throws ObjectDoesNotExist

Get The name of the logical datacenter on the vCenter server

```
String[] getAutoscaleDatacenter(
   String[] names
)
```

### getAutoscaleDatacenterByLocation( location, names ) throws ObjectDoesNotExist

Get The name of the logical datacenter on the vCenter server This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleDatacenterByLocation(
   String location
   String[] names
)
```

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### getAutoscaleDatastore( names ) throws ObjectDoesNotExist

Get The name of the datastore to be used by the newly created virtual machine.

```
String[] getAutoscaleDatastore(
   String[] names
)
```

### getAutoscaleDatastoreByLocation( location, names ) throws ObjectDoesNotExist

Get The name of the datastore to be used by the newly created virtual machine. This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleDatastoreByLocation(
   String location
   String[] names
)
```

### getAutoscaleEnabled( names ) throws ObjectDoesNotExist

Get whether this pool uses autoscaling.

```
Boolean[] getAutoscaleEnabled(
   String[] names
)
```

### getAutoscaleEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether this pool uses autoscaling. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAutoscaleEnabledByLocation(
   String location
   String[] names
)
```

### getAutoscaleExternal( names ) throws ObjectDoesNotExist

Get whether autoscaling is handled externally or internally

```
Boolean[] getAutoscaleExternal(
   String[] names
)
```

### getAutoscaleExternalByLocation( location, names ) throws ObjectDoesNotExist

Get whether autoscaling is handled externally or internally This is a location specific function, any action will operate on the specified location.

```
Boolean[] getAutoscaleExternalByLocation(
   String location
   String[] names
)
```


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### getAutoscaleExtraargs( names ) throws ObjectDoesNotExist

Get Any extra arguments to the autoscaling API. Each argument can be separated by comma. E.g in case of EC2, it can take extra parameters to the Amazon's RunInstance API say DisableApiTermination=false,Placement.Tenancy=default.

```
String[] getAutoscaleExtraargs(
   String[] names
)
```

### getAutoscaleExtraargsByLocation( location, names ) throws ObjectDoesNotExist

Get Any extra arguments to the autoscaling API. Each argument can be separated by comma. E.g in case of EC2, it can take extra parameters to the Amazon's RunInstance API say DisableApiTermination=false,Placement.Tenancy=default. This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleExtraargsByLocation(
   String location
   String[] names
)
```

### getAutoscaleHysteresis( names ) throws ObjectDoesNotExist

Get the hysteresis period for an autoscaled pool

```
Unsigned Integer[] getAutoscaleHysteresis(
   String[] names
)
```

### getAutoscaleHysteresisByLocation( location, names ) throws ObjectDoesNotExist

Get the hysteresis period for an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleHysteresisByLocation(
   String location
   String[] names
)
```

### getAutoscaleImageid( names ) throws ObjectDoesNotExist

Get the image identifier

```
String[] getAutoscaleImageid(
   String[] names
)
```

### getAutoscaleImageidByLocation( location, names ) throws ObjectDoesNotExist

Get the image identifier This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleImageidByLocation(
   String location
   String[] names
```

```
)
```

### getAutoscaleIpstouse( names ) throws ObjectDoesNotExist

Get whether to use the public or private IPs

```
Pool.AutoscaleIpstouse[] getAutoscaleIpstouse(
   String[] names
)
```

### getAutoscaleIpstouseByLocation( location, names ) throws ObjectDoesNotExist

Get whether to use the public or private IPs This is a location specific function, any action will operate on the specified location.

```
Pool.AutoscaleIpstouse[] getAutoscaleIpstouseByLocation(
   String location
   String[] names
)
```

### getAutoscaleLastnodeIdletime( names ) throws ObjectDoesNotExist

Get the idle time of the last node in an autoscaled pool before it can be destroyed

```
Unsigned Integer[] getAutoscaleLastnodeIdletime(
   String[] names
)
```

### getAutoscaleLastnodeIdletimeByLocation( location, names ) throws ObjectDoesNotExist

Get the idle time of the last node in an autoscaled pool before it can be destroyed This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleLastnodeIdletimeByLocation(
   String location
   String[] names
)
```

### getAutoscaleMaxNodes( names ) throws ObjectDoesNotExist

Get the maximum number of nodes in an autoscaled pool

```
Unsigned Integer[] getAutoscaleMaxNodes(
   String[] names
)
```

### getAutoscaleMaxNodesByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum number of nodes in an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleMaxNodesByLocation(
   String location
   String[] names
)
```


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### getAutoscaleMinNodes( names ) throws ObjectDoesNotExist

Get the minimum number of nodes in an autoscaled pool

```
Unsigned Integer[] getAutoscaleMinNodes(
   String[] names
)
```

### getAutoscaleMinNodesByLocation( location, names ) throws ObjectDoesNotExist

Get the minimum number of nodes in an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleMinNodesByLocation(
   String location
   String[] names
)
```

### getAutoscaleName( names ) throws ObjectDoesNotExist

Get the node name prefix for this autoscaled pool

```
String[] getAutoscaleName(
   String[] names
)
```

### getAutoscaleNameByLocation( location, names ) throws ObjectDoesNotExist

Get the node name prefix for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleNameByLocation(
   String location
   String[] names
)
```

### getAutoscalePort( names ) throws ObjectDoesNotExist

Get the port number for this autoscaled pool

```
Unsigned Integer[] getAutoscalePort(
   String[] names
)
```

### getAutoscalePortByLocation( location, names ) throws ObjectDoesNotExist

Get the port number for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscalePortByLocation(
   String location
   String[] names
)
```

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### getAutoscaleRefractory( names ) throws ObjectDoesNotExist

Get the refractory period for an autoscaled pool

```
Unsigned Integer[] getAutoscaleRefractory(
   String[] names
)
```

### getAutoscaleRefractoryByLocation( location, names ) throws ObjectDoesNotExist

Get the refractory period for an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleRefractoryByLocation(
   String location
   String[] names
)
```

### getAutoscaleResponseTime( names ) throws ObjectDoesNotExist

Get the expected node response time in milliseconds

```
Unsigned Integer[] getAutoscaleResponseTime(
   String[] names
)
```

### getAutoscaleResponseTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the expected node response time in milliseconds This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleResponseTimeByLocation(
   String location
   String[] names
)
```

### getAutoscaleScaledownLevel( names ) throws ObjectDoesNotExist

Get the threshold of conforming requests for scaling down

```
Unsigned Integer[] getAutoscaleScaledownLevel(
   String[] names
)
```

### getAutoscaleScaledownLevelByLocation( location, names ) throws ObjectDoesNotExist

Get the threshold of conforming requests for scaling down This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleScaledownLevelByLocation(
   String location
   String[] names
)
```


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### getAutoscaleScaleupLevel( names ) throws ObjectDoesNotExist

Get the acceptable lower percentage of conforming requests

```
Unsigned Integer[] getAutoscaleScaleupLevel(
   String[] names
)
```

### getAutoscaleScaleupLevelByLocation( location, names ) throws ObjectDoesNotExist

Get the acceptable lower percentage of conforming requests This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getAutoscaleScaleupLevelByLocation(
   String location
   String[] names
)
```

### getAutoscaleSecuritygroupids( names ) throws ObjectDoesNotExist

Get the security group IDs to associate to the new EC2 instances.

```
String[][] getAutoscaleSecuritygroupids(
   String[] names
)
```

### getAutoscaleSecuritygroupidsByLocation( location, names ) throws ObjectDoesNotExist

Get the security group IDs to associate to the new EC2 instances. This is a location specific function, any action will operate on the specified location.

```
String[][] getAutoscaleSecuritygroupidsByLocation(
   String location
   String[] names
)
```

### getAutoscaleSizeid( names ) throws ObjectDoesNotExist

Get the size identifier

```
String[] getAutoscaleSizeid(
   String[] names
)
```

### getAutoscaleSizeidByLocation( location, names ) throws ObjectDoesNotExist

Get the size identifier This is a location specific function, any action will operate on the specified location.

```
String[] getAutoscaleSizeidByLocation(
   String location
   String[] names
)
```

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### getAutoscaleSubnetids( names ) throws ObjectDoesNotExist

Get the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic.

```
String[][] getAutoscaleSubnetids(
   String[] names
)
```

### getAutoscaleSubnetidsByLocation( location, names ) throws ObjectDoesNotExist

Get the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic. This is a location specific function, any action will operate on the specified location.

```
String[][] getAutoscaleSubnetidsByLocation(
   String location
   String[] names
)
```

### getBandwidthClass( names ) throws ObjectDoesNotExist

Get the Bandwidth Classes that each of the named pools uses.

```
String[] getBandwidthClass(
   String[] names
)
```

### getBandwidthClassByLocation( location, names ) throws ObjectDoesNotExist

Get the Bandwidth Classes that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
String[] getBandwidthClassByLocation(
   String location
   String[] names
)
```

### getDNSAutoscaleEnabled( names ) throws ObjectDoesNotExist

Get whether this pool uses DNS-derived autoscaling

```
Boolean[] getDNSAutoscaleEnabled(
   String[] names
)
```

### getDNSAutoscaleEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether this pool uses DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
Boolean[] getDNSAutoscaleEnabledByLocation(
   String location
   String[] names
)
```


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### getDNSAutoscaleHostnames( names ) throws ObjectDoesNotExist

Get the hostnames to be used for DNS-derived autoscaling

```
String[][] getDNSAutoscaleHostnames(
   String[] names
)
```

### getDNSAutoscaleHostnamesByLocation( location, names ) throws ObjectDoesNotExist

Get the hostnames to be used for DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
String[][] getDNSAutoscaleHostnamesByLocation(
   String location
   String[] names
)
```

### getDNSAutoscalePort( names ) throws ObjectDoesNotExist

Get the port number for DNS-derived autoscaling in this pool

```
Unsigned Integer[] getDNSAutoscalePort(
   String[] names
)
```

### getDNSAutoscalePortByLocation( location, names ) throws ObjectDoesNotExist

Get the port number for DNS-derived autoscaling in this pool This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getDNSAutoscalePortByLocation(
   String location
   String[] names
)
```

### getDisabledNodes( names ) throws ObjectDoesNotExist

For each of the named pools, get the disabled nodes in the pool.

```
String[][] getDisabledNodes(
   String[] names
)
```

### getDisabledNodesByLocation( location, names ) throws ObjectDoesNotExist

For each of the named pools, get the disabled nodes in the pool. This is a location specific function, any action will operate on the specified location.

```
String[][] getDisabledNodesByLocation(
   String location
   String[] names
)
```

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### getDrainingNodes( names ) throws ObjectDoesNotExist

Get the lists of draining nodes for each of the named pools.

```
String[][] getDrainingNodes(
   String[] names
)
```

### getDrainingNodesByLocation( location, names ) throws ObjectDoesNotExist

Get the lists of draining nodes for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
String[][] getDrainingNodesByLocation(
   String location
   String[] names
)
```

### getErrorFile( names ) throws ObjectDoesNotExist

This method is now obsolete and is replaced by VirtualServer.getErrorFile.

```
String[] getErrorFile(
   String[] names
)
```

### getFTPSupportRfc2428( names ) throws ObjectDoesNotExist

Get whether backend IPv4 nodes understand the FTP EPRT and EPSV commands.

```
Boolean[] getFTPSupportRfc2428(
   String[] names
)
```

### getFTPSupportRfc2428ByLocation( location, names ) throws ObjectDoesNotExist

Get whether backend IPv4 nodes understand the FTP EPRT and EPSV commands. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getFTPSupportRfc2428ByLocation(
   String location
   String[] names
)
```

### getFailpool( names ) throws ObjectDoesNotExist

Get the pool to use when all nodes in a pool fail, for each of the named pools.

```
String[] getFailpool(
   String[] names
)
```

### getFailpoolByLocation( location, names ) throws ObjectDoesNotExist

Get the pool to use when all nodes in a pool fail, for each of the named pools. This is a location specific function, any action will operate on the specified location.


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```
String[] getFailpoolByLocation(
   String location
   String[] names
)
```

### getKeepalive( names ) throws ObjectDoesNotExist

Get whether each of the named pools should maintain HTTP keepalive connections to the nodes.

```
Boolean[] getKeepalive(
   String[] names
)
```

### getKeepaliveByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should maintain HTTP keepalive connections to the nodes. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getKeepaliveByLocation(
   String location
   String[] names
)
```

### getKeepaliveNonIdempotent( names ) throws ObjectDoesNotExist

Get whether each of the named pools should maintain HTTP keepalive connections to the nodes for non-idempotent requests.

```
Boolean[] getKeepaliveNonIdempotent(
   String[] names
)
```

### getKeepaliveNonIdempotentByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should maintain HTTP keepalive connections to the nodes for non-idempotent requests. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getKeepaliveNonIdempotentByLocation(
   String location
   String[] names
)
```

### getKerberosProtocolTransitionPrincipal( names ) throws ObjectDoesNotExist

Get the Kerberos principal that each of the named pools uses to perform Kerberos Protocol Transition

```
String[] getKerberosProtocolTransitionPrincipal(
   String[] names
)
```

### getKerberosProtocolTransitionPrincipalByLocation( location, names ) throws ObjectDoesNotExist

Get the Kerberos principal that each of the named pools uses to perform Kerberos Protocol Transition This is a location specific function, any action will operate on the specified location.

```
String[] getKerberosProtocolTransitionPrincipalByLocation(
   String location
   String[] names
)
```

### getKerberosProtocolTransitionTarget( names ) throws ObjectDoesNotExist

Get the Kerberos principal name of the service that each of the named pools target

```
String[] getKerberosProtocolTransitionTarget(
   String[] names
)
```

### getKerberosProtocolTransitionTargetByLocation( location, names ) throws ObjectDoesNotExist

Get the Kerberos principal name of the service that each of the named pools target This is a location specific function, any action will operate on the specified location.

```
String[] getKerberosProtocolTransitionTargetByLocation(
   String location
   String[] names
)
```

### getL4AccelSNAT( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelSNAT(
   String[] names
)
```

### getL4AccelSNATByLocation( location, names ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getL4AccelSNATByLocation(
   String location
   String[] names
)
```

### getLoadBalancingAlgorithm( names ) throws ObjectDoesNotExist

Get the load balancing algorithms that each of the named pools uses.

```
Pool.LoadBalancingAlgorithm[] getLoadBalancingAlgorithm(
   String[] names
)
```

### getLoadBalancingAlgorithmByLocation( location, names ) throws ObjectDoesNotExist

Get the load balancing algorithms that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
Pool.LoadBalancingAlgorithm[] getLoadBalancingAlgorithmByLocation(
   String location
```


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```
   String[] names
)
```

### getMaxConnectTime( names ) throws ObjectDoesNotExist

Get the time that each of the named pools should wait for a connection to establish to a node before trying another node, in seconds.

```
Unsigned Integer[] getMaxConnectTime(
   String[] names
)
```

### getMaxConnectTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the time that each of the named pools should wait for a connection to establish to a node before trying another node, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxConnectTimeByLocation(
   String location
   String[] names
)
```

### getMaxConnectionAttempts( names ) throws ObjectDoesNotExist

Get the number of times that each of the named pools can try to connect to any of its nodes before sending an error response.

```
Unsigned Integer[] getMaxConnectionAttempts(
   String[] names
)
```

### getMaxConnectionAttemptsByLocation( location, names ) throws ObjectDoesNotExist

Get the number of times that each of the named pools can try to connect to any of its nodes before sending an error response. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxConnectionAttemptsByLocation(
   String location
   String[] names
)
```

### getMaxConnectionsPernode( names ) throws ObjectDoesNotExist

Get is the maximum number of conncurrent connections allowed to each node in the pool per machine.

```
Unsigned Integer[] getMaxConnectionsPernode(
   String[] names
)
```

### getMaxConnectionsPernodeByLocation( location, names ) throws ObjectDoesNotExist

Get is the maximum number of conncurrent connections allowed to each node in the pool per machine. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxConnectionsPernodeByLocation(
```

```
   String location
   String[] names
)
```

### getMaxIdleConnectionsPerNode( names ) throws ObjectDoesNotExist

Get the maximum numbers of unused HTTP keepalive connections that each of the named pools should maintain to an individual node.

```
Unsigned Integer[] getMaxIdleConnectionsPerNode(
   String[] names
)
```

### getMaxIdleConnectionsPerNodeByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum numbers of unused HTTP keepalive connections that each of the named pools should maintain to an individual node. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxIdleConnectionsPerNodeByLocation(
   String location
   String[] names
)
```

### getMaxKeepalivesPerNode( names ) throws ObjectDoesNotExist

getMaxKeepalivesPerNode is deprecated, please use getMaxIdleConnectionsPerNode instead.

```
Unsigned Integer[] getMaxKeepalivesPerNode(
   String[] names
)
```

### getMaxKeepalivesPerNodeByLocation( location, names ) throws ObjectDoesNotExist

getMaxKeepalivesPerNode is deprecated, please use getMaxIdleConnectionsPerNode instead. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxKeepalivesPerNodeByLocation(
   String location
   String[] names
)
```

### getMaxQueueSize( names ) throws ObjectDoesNotExist

Get is the maximum number of connections that can be queued due to connection limits.

```
Unsigned Integer[] getMaxQueueSize(
   String[] names
)
```

### getMaxQueueSizeByLocation( location, names ) throws ObjectDoesNotExist

Get is the maximum number of connections that can be queued due to connection limits. This is a location specific function, any action will operate on the specified location.


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```
Unsigned Integer[] getMaxQueueSizeByLocation(
   String location
   String[] names
)
```

### getMaxReplyTime( names ) throws ObjectDoesNotExist

Get the time that each of the named pools should wait for a response from a node before either discarding the request or trying another node, in seconds (retryable requests only).

```
Unsigned Integer[] getMaxReplyTime(
   String[] names
)
```

### getMaxReplyTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the time that each of the named pools should wait for a response from a node before either discarding the request or trying another node, in seconds (retryable requests only). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxReplyTimeByLocation(
   String location
   String[] names
)
```

### getMaxTimedOutConnectionAttempts( names ) throws ObjectDoesNotExist

Get the number of times that each of the named pools can try to connect and time out waiting for a response, by exceeding max_reply_time, to any of its nodes before sending an error response.

```
Unsigned Integer[] getMaxTimedOutConnectionAttempts(
   String[] names
)
```

### getMaxTimedOutConnectionAttemptsByLocation( location, names ) throws ObjectDoesNotExist

Get the number of times that each of the named pools can try to connect and time out waiting for a response, by exceeding max_reply_time, to any of its nodes before sending an error response. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxTimedOutConnectionAttemptsByLocation(
   String location
   String[] names
)
```

### getMaxTransactionsPerNode( names ) throws ObjectDoesNotExist

Get the maximum number of concurrent transactions allowed to each node in the pool per machine.

```
Unsigned Integer[] getMaxTransactionsPerNode(
   String[] names
)
```

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### getMaxTransactionsPerNodeByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum number of concurrent transactions allowed to each node in the pool per machine. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxTransactionsPerNodeByLocation(
   String location
   String[] names
)
```

### getMonitors( names ) throws ObjectDoesNotExist

Get the list of all monitors.

```
String[][] getMonitors(
   String[] names
)
```

### getMonitorsByLocation( location, names ) throws ObjectDoesNotExist

Get the list of all monitors. This is a location specific function, any action will operate on the specified location.

```
String[][] getMonitorsByLocation(
   String location
   String[] names
)
```

### getNodeCloseWithRst( names ) throws ObjectDoesNotExist

Get whether connections to the back-end nodes should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state.

```
Boolean[] getNodeCloseWithRst(
   String[] names
)
```

### getNodeCloseWithRstByLocation( location, names ) throws ObjectDoesNotExist

Get whether connections to the back-end nodes should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getNodeCloseWithRstByLocation(
   String location
   String[] names
)
```

### getNodeConnClose( names ) throws ObjectDoesNotExist

Get whether all connections that have been sent to a node are closed when that node is marked as dead.

```
Boolean[] getNodeConnClose(
   String[] names
)
```


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### getNodeConnCloseByLocation( location, names ) throws ObjectDoesNotExist

Get whether all connections that have been sent to a node are closed when that node is marked as dead. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getNodeConnCloseByLocation(
   String location
   String[] names
)
```

### getNodeConnectionAttempts( names ) throws ObjectDoesNotExist

Get the number of times your traffic manager should try and connect to a node before registering it as failed when passive monitoring is enabled.

```
Unsigned Integer[] getNodeConnectionAttempts(
   String[] names
)
```

### getNodeConnectionAttemptsByLocation( location, names ) throws ObjectDoesNotExist

Get the number of times your traffic manager should try and connect to a node before registering it as failed when passive monitoring is enabled. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getNodeConnectionAttemptsByLocation(
   String location
   String[] names
)
```

### getNodeDeleteBehavior( names ) throws ObjectDoesNotExist

Get the deletion behavior for nodes in a pool.

```
Pool.NodeDeleteBehavior[] getNodeDeleteBehavior(
   String[] names
)
```

### getNodeDeleteBehaviorByLocation( location, names ) throws ObjectDoesNotExist

Get the deletion behavior for nodes in a pool. This is a location specific function, any action will operate on the specified location.

```
Pool.NodeDeleteBehavior[] getNodeDeleteBehaviorByLocation(
   String location
   String[] names
)
```

### getNodeDrainToDeleteTimeout( names ) throws ObjectDoesNotExist

Get the maximum time that a node will be allowed to remain in a draining state after it has been deleted. A value of 0 means no maximum time.

```
Unsigned Integer[] getNodeDrainToDeleteTimeout(
   String[] names
```

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```
)
```

### getNodeDrainToDeleteTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum time that a node will be allowed to remain in a draining state after it has been deleted. A value of 0 means no maximum time. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getNodeDrainToDeleteTimeoutByLocation(
   String location
   String[] names
)
```

### getNodeFailTime( names ) throws ObjectDoesNotExist

Get the length of time a failed node should be isolated for before testing it with new traffic, in seconds

```
Unsigned Integer[] getNodeFailTime(
   String[] names
)
```

### getNodeFailTimeByLocation( location, names ) throws ObjectDoesNotExist

Get the length of time a failed node should be isolated for before testing it with new traffic, in seconds This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getNodeFailTimeByLocation(
   String location
   String[] names
)
```

### getNodeUseNagle( names ) throws ObjectDoesNotExist

Get whether Nagle's algorithm should be used for TCP connections to the back-end nodes.

```
Boolean[] getNodeUseNagle(
   String[] names
)
```

### getNodeUseNagleByLocation( location, names ) throws ObjectDoesNotExist

Get whether Nagle's algorithm should be used for TCP connections to the back-end nodes. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getNodeUseNagleByLocation(
   String location
   String[] names
)
```

### getNodes( names ) throws ObjectDoesNotExist

Get the lists of nodes for each of the named pools.

```
String[][] getNodes(
   String[] names
```


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```
)
```

### getNodesByLocation( location, names ) throws ObjectDoesNotExist

Get the lists of nodes for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
String[][] getNodesByLocation(
   String location
   String[] names
)
```

### getNodesConnectionCounts( nodes )

Get the number of active connections to each of the specified nodes.

```
Integer[] getNodesConnectionCounts(
   String[] nodes
)
```

### getNodesLastUsed( nodes )

Get the number of seconds since each of the specified nodes was last used.

```
Integer[] getNodesLastUsed(
   String[] nodes
)
```

### getNodesPriorityValue( names, nodes ) throws ObjectDoesNotExist

For each of the named pools, get the priority values for the named nodes in each pool.

```
Pool.PriorityValueDefinition[][] getNodesPriorityValue(
   String[] names
   String[][] nodes
)
```

### getNodesPriorityValueByLocation( location, names, nodes ) throws ObjectDoesNotExist

For each of the named pools, get the priority values for the named nodes in each pool. This is a location specific function, any action will operate on the specified location.

```
Pool.PriorityValueDefinition[][] getNodesPriorityValueByLocation(
   String location
   String[] names
   String[][] nodes
)
```

### getNodesWeightings( names, nodes ) throws ObjectDoesNotExist

For each of the named pools, get the weighting values for the specified nodes in this pool.

```
Pool.WeightingsDefinition[][] getNodesWeightings(
   String[] names
   String[][] nodes
)
```

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### getNodesWeightingsByLocation( location, names, nodes ) throws ObjectDoesNotExist

For each of the named pools, get the weighting values for the specified nodes in this pool. This is a location specific function, any action will operate on the specified location.

```
Pool.WeightingsDefinition[][] getNodesWeightingsByLocation(
   String location
   String[] names
   String[][] nodes
)
```

### getNote( names ) throws ObjectDoesNotExist

Get the note for each of the named pools.

```
String[] getNote(
   String[] names
)
```

### getPassiveMonitoring( names ) throws ObjectDoesNotExist

Get whether this pool uses passive monitoring.

```
Boolean[] getPassiveMonitoring(
   String[] names
)
```

### getPassiveMonitoringByLocation( location, names ) throws ObjectDoesNotExist

Get whether this pool uses passive monitoring. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getPassiveMonitoringByLocation(
   String location
   String[] names
)
```

### getPersistence( names ) throws ObjectDoesNotExist

Get the default Session Persistence classes that each of the named pools uses.

```
String[] getPersistence(
   String[] names
)
```

### getPersistenceByLocation( location, names ) throws ObjectDoesNotExist

Get the default Session Persistence classes that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
String[] getPersistenceByLocation(
   String location
   String[] names
)
```


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### getPoolNames()

Get the names of all of the configured pools.

```
String[] getPoolNames()
```

### getPriorityEnabled( names ) throws ObjectDoesNotExist

Get whether each of the named pools uses priority lists.

```
Boolean[] getPriorityEnabled(
   String[] names
)
```

### getPriorityEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools uses priority lists. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getPriorityEnabledByLocation(
   String location
   String[] names
)
```

### getPriorityNodes( names ) throws ObjectDoesNotExist

Get the minimum number of highest-priority active nodes, for each of the named pools.

```
Unsigned Integer[] getPriorityNodes(
   String[] names
)
```

### getPriorityNodesByLocation( location, names ) throws ObjectDoesNotExist

Get the minimum number of highest-priority active nodes, for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getPriorityNodesByLocation(
   String location
   String[] names
)
```

### getPriorityValues( names ) throws ObjectDoesNotExist

For each of the named pools, get the priority values for each of the nodes in each pool.

```
Pool.PriorityValueDefinition[][] getPriorityValues(
   String[] names
)
```

### getPriorityValuesByLocation( location, names ) throws ObjectDoesNotExist

For each of the named pools, get the priority values for each of the nodes in each pool. This is a location specific function, any action will operate on the specified location.

```
Pool.PriorityValueDefinition[][] getPriorityValuesByLocation(
```

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```
   String location
   String[] names
)
```

### getQueueTimeout( names ) throws ObjectDoesNotExist

Get is the maximum time to keep a connections queued in seconds. A value of 0 will not timeout queued connections.

```
Unsigned Integer[] getQueueTimeout(
   String[] names
)
```

### getQueueTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get is the maximum time to keep a connections queued in seconds. A value of 0 will not timeout queued connections. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getQueueTimeoutByLocation(
   String location
   String[] names
)
```

### getSMTPSendStartTLS( names ) throws ObjectDoesNotExist

Get whether each of the named pools should upgrade SMTP connections to SSL using STARTTLS (the alternative is to encrypt the entire connection).

```
Boolean[] getSMTPSendStartTLS(
   String[] names
)
```

### getSMTPSendStartTLSByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should upgrade SMTP connections to SSL using STARTTLS (the alternative is to encrypt the entire connection). This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSMTPSendStartTLSByLocation(
   String location
   String[] names
)
```

### getSSLCipherSuites( names ) throws ObjectDoesNotExist

Get the SSL/TLS cipher suites allowed for connections to a back-end node

```
String[] getSSLCipherSuites(
   String[] names
)
```

### getSSLCipherSuitesByLocation( location, names ) throws ObjectDoesNotExist

Get the SSL/TLS cipher suites allowed for connections to a back-end node This is a location specific function, any action will operate on the specified location.


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```
String[] getSSLCipherSuitesByLocation(
   String location
   String[] names
)
```

### getSSLCiphers( names ) throws ObjectDoesNotExist

This method is deprecated, and has been replaced with Pool.getSSLCipherSuites.

```
String[] getSSLCiphers(
   String[] names
)
```

### getSSLCiphersByLocation( location, names ) throws ObjectDoesNotExist

This method is deprecated, and has been replaced with Pool.getSSLCipherSuites. This is a location specific function, any action will operate on the specified location.

```
String[] getSSLCiphersByLocation(
   String location
   String[] names
)
```

### getSSLClientAuth( names ) throws ObjectDoesNotExist

Get whether each of the named pools should use client authentication. If client authentication is enabled and a back-end node asks for a client authentication, a suitable certificate and private key will be used from the SSL Client Certificates catalog.

```
Boolean[] getSSLClientAuth(
   String[] names
)
```

### getSSLClientAuthByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should use client authentication. If client authentication is enabled and a back-end node asks for a client authentication, a suitable certificate and private key will be used from the SSL Client Certificates catalog. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLClientAuthByLocation(
   String location
   String[] names
)
```

### getSSLCommonNameMatch( names ) throws ObjectDoesNotExist

Get the list of names against which the 'common name' of the certificate is matched.

```
String[][] getSSLCommonNameMatch(
   String[] names
)
```

### getSSLCommonNameMatchByLocation( location, names ) throws ObjectDoesNotExist

Get the list of names against which the 'common name' of the certificate is matched. This is a location specific function, any action will operate on the specified location.

```
String[][] getSSLCommonNameMatchByLocation(
   String location
   String[] names
)
```

### getSSLEllipticCurves( names ) throws ObjectDoesNotExist

Get the elliptic curve preference list for SSL connections from this pool

```
String[] getSSLEllipticCurves(
   String[] names
)
```

### getSSLEllipticCurvesByLocation( location, names ) throws ObjectDoesNotExist

Get the elliptic curve preference list for SSL connections from this pool This is a location specific function, any action will operate on the specified location.

```
String[] getSSLEllipticCurvesByLocation(
   String location
   String[] names
)
```

### getSSLEncrypt( names ) throws ObjectDoesNotExist

Get whether each of the named pools should encrypt data to the back-end nodes using SSL.

```
Boolean[] getSSLEncrypt(
   String[] names
)
```

### getSSLEncryptByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should encrypt data to the back-end nodes using SSL. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLEncryptByLocation(
   String location
   String[] names
)
```

### getSSLEnhance( names ) throws ObjectDoesNotExist

Get whether each of the named pools should use SSL protocol enhancements. These enhancements allow Pulse Secure Virtual Traffic Manager virtual servers to discover the original client's IP address. Only use enable this if, for this pool, you are using Pulse Secure vTMs whose virtual servers have the 'ssl_trust_magic' setting enabled.

```
Boolean[] getSSLEnhance(
   String[] names
```


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```
)
```

### getSSLEnhanceByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should use SSL protocol enhancements. These enhancements allow Pulse Secure Virtual Traffic Manager virtual servers to discover the original client's IP address. Only use enable this if, for this pool, you are using Pulse Secure vTMs whose virtual servers have the 'ssl_trust_magic' setting enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLEnhanceByLocation(
   String location
   String[] names
)
```

### getSSLFixedClientCert( names ) throws ObjectDoesNotExist

Get the fixed client certificate to be used whenever client certificate authentication is requested.

```
String[] getSSLFixedClientCert(
   String[] names
)
```

### getSSLFixedClientCertByLocation( location, names ) throws ObjectDoesNotExist

Get the fixed client certificate to be used whenever client certificate authentication is requested. This is a location specific function, any action will operate on the specified location.

```
String[] getSSLFixedClientCertByLocation(
   String location
   String[] names
)
```

### getSSLMiddleboxCompatibility( names ) throws ObjectDoesNotExist

Get whether use of TLS 1.3 middlebox compatibility mode is enabled for this pool

```
Pool.SSLMiddleboxCompatibility[] getSSLMiddleboxCompatibility(
   String[] names
)
```

### getSSLMiddleboxCompatibilityByLocation( location, names ) throws ObjectDoesNotExist

Get whether use of TLS 1.3 middlebox compatibility mode is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLMiddleboxCompatibility[] getSSLMiddleboxCompatibilityByLocation(
   String location
   String[] names
)
```

### getSSLSendCloseAlerts( names ) throws ObjectDoesNotExist

Get whether each of the named pools should send a close alert when they initiate socket disconnections.

```
Boolean[] getSSLSendCloseAlerts(
```

```
   String[] names
)
```

### getSSLSendCloseAlertsByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should send a close alert when they initiate socket disconnections. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLSendCloseAlertsByLocation(
   String location
   String[] names
)
```

### getSSLServerNameExtension( names ) throws ObjectDoesNotExist

Get if we should send the server_name extension to the back-end node. This setting forces the use of at least TLS 1.0.

```
Boolean[] getSSLServerNameExtension(
   String[] names
)
```

### getSSLServerNameExtensionByLocation( location, names ) throws ObjectDoesNotExist

Get if we should send the server_name extension to the back-end node. This setting forces the use of at least TLS 1.0. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLServerNameExtensionByLocation(
   String location
   String[] names
)
```

### getSSLSessionCacheEnabled( names ) throws ObjectDoesNotExist

Get whether use of the session cache is enabled for this pool

```
Pool.SSLSessionCacheEnabled[] getSSLSessionCacheEnabled(
   String[] names
)
```

### getSSLSessionCacheEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether use of the session cache is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSessionCacheEnabled[] getSSLSessionCacheEnabledByLocation(
   String location
   String[] names
)
```

### getSSLSessionTicketsEnabled( names ) throws ObjectDoesNotExist

Get whether connections to the back-end nodes should use SSL session tickets

```
Pool.SSLSessionTicketsEnabled[] getSSLSessionTicketsEnabled(
```


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```
   String[] names
)
```

### getSSLSessionTicketsEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether connections to the back-end nodes should use SSL session tickets This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSessionTicketsEnabled[] getSSLSessionTicketsEnabledByLocation(
   String location
   String[] names
)
```

### getSSLSignatureAlgorithms( names ) throws ObjectDoesNotExist

Get the SSL signature algorithms preference list for SSL connections from this pool

```
String[] getSSLSignatureAlgorithms(
   String[] names
)
```

### getSSLSignatureAlgorithmsByLocation( location, names ) throws ObjectDoesNotExist

Get the SSL signature algorithms preference list for SSL connections from this pool This is a location specific function, any action will operate on the specified location.

```
String[] getSSLSignatureAlgorithmsByLocation(
   String location
   String[] names
)
```

### getSSLStrictVerify( names ) throws ObjectDoesNotExist

Get whether each of the named pools should perform strict certificate validation on SSL certificates from the back-end nodes.

```
Boolean[] getSSLStrictVerify(
   String[] names
)
```

### getSSLStrictVerifyByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should perform strict certificate validation on SSL certificates from the back-end nodes. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getSSLStrictVerifyByLocation(
   String location
   String[] names
)
```

### getSSLSupportSSL2( names ) throws ObjectDoesNotExist

This method is now deprecated.

```
Pool.SSLSupportSSL2[] getSSLSupportSSL2(
```

```
   String[] names
)
```

### getSSLSupportSSL2ByLocation( location, names ) throws ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportSSL2[] getSSLSupportSSL2ByLocation(
   String location
   String[] names
)
```

### getSSLSupportSSL3( names ) throws ObjectDoesNotExist

Get whether SSLv3 is enabled for this pool

```
Pool.SSLSupportSSL3[] getSSLSupportSSL3(
   String[] names
)
```

### getSSLSupportSSL3ByLocation( location, names ) throws ObjectDoesNotExist

Get whether SSLv3 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportSSL3[] getSSLSupportSSL3ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS1( names ) throws ObjectDoesNotExist

Get whether TLSv1.0 is enabled for this pool

```
Pool.SSLSupportTLS1[] getSSLSupportTLS1(
   String[] names
)
```

### getSSLSupportTLS11( names ) throws ObjectDoesNotExist

Get whether TLSv1.1 is enabled for this pool

```
Pool.SSLSupportTLS11[] getSSLSupportTLS11(
   String[] names
)
```

### getSSLSupportTLS11ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.1 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportTLS11[] getSSLSupportTLS11ByLocation(
   String location
   String[] names
)
```


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### getSSLSupportTLS12( names ) throws ObjectDoesNotExist

Get whether TLSv1.2 is enabled for this pool

```
Pool.SSLSupportTLS12[] getSSLSupportTLS12(
   String[] names
)
```

### getSSLSupportTLS12ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.2 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportTLS12[] getSSLSupportTLS12ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS13( names ) throws ObjectDoesNotExist

Get whether TLSv1.3 is enabled for this pool

```
Pool.SSLSupportTLS13[] getSSLSupportTLS13(
   String[] names
)
```

### getSSLSupportTLS13ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.3 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportTLS13[] getSSLSupportTLS13ByLocation(
   String location
   String[] names
)
```

### getSSLSupportTLS1ByLocation( location, names ) throws ObjectDoesNotExist

Get whether TLSv1.0 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
Pool.SSLSupportTLS1[] getSSLSupportTLS1ByLocation(
   String location
   String[] names
)
```

### getServiceDiscoveryEnabled( names ) throws ObjectDoesNotExist

Get whether this pool uses Service Discovery.

```
Boolean[] getServiceDiscoveryEnabled(
   String[] names
)
```

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### getServiceDiscoveryInterval( names ) throws ObjectDoesNotExist

Get the poll interval of the Service Discovery plugin for this pool

```
Unsigned Integer[] getServiceDiscoveryInterval(
   String[] names
)
```

### getServiceDiscoveryPlugin( names ) throws ObjectDoesNotExist

Get the plugin used by this pool for Service Discovery.

```
String[] getServiceDiscoveryPlugin(
   String[] names
)
```

### getServiceDiscoveryPluginArgs( names ) throws ObjectDoesNotExist

Get the arguments used by the pool's Service Discovery plugin

```
String[] getServiceDiscoveryPluginArgs(
   String[] names
)
```

### getServiceDiscoveryTimeout( names ) throws ObjectDoesNotExist

Get the timeout of the Service Discovery plugin for this pool

```
Unsigned Integer[] getServiceDiscoveryTimeout(
   String[] names
)
```

### getTransparent( names ) throws ObjectDoesNotExist

Get whether each of the named pools should make connections to the back-ends appear to originate from the source client IP address.

```
Boolean[] getTransparent(
   String[] names
)
```

### getTransparentByLocation( location, names ) throws ObjectDoesNotExist

Get whether each of the named pools should make connections to the back-ends appear to originate from the source client IP address. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransparentByLocation(
   String location
   String[] names
)
```

### getUDPAcceptFrom( names ) throws ObjectDoesNotExist

Get what sets of IP addresses and ports from which we should accept UDP responses.

```
Pool.UDPAcceptFrom[] getUDPAcceptFrom(
```


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```
   String[] names
)
```

### getUDPAcceptFromByLocation( location, names ) throws ObjectDoesNotExist

Get what sets of IP addresses and ports from which we should accept UDP responses. This is a location specific function, any action will operate on the specified location.

```
Pool.UDPAcceptFrom[] getUDPAcceptFromByLocation(
   String location
   String[] names
)
```

### getUDPAcceptFromIPMask( names ) throws ObjectDoesNotExist

Get the mask to validate the IP of UDP responses with. Only used if UDPAcceptFromIP is set to 'ip_mask'.

```
String[] getUDPAcceptFromIPMask(
   String[] names
)
```

### getUDPAcceptFromIPMaskByLocation( location, names ) throws ObjectDoesNotExist

Get the mask to validate the IP of UDP responses with. Only used if UDPAcceptFromIP is set to 'ip_mask'. This is a location specific function, any action will operate on the specified location.

```
String[] getUDPAcceptFromIPMaskByLocation(
   String location
   String[] names
)
```

### getUDPResponseTimeout( names ) throws ObjectDoesNotExist

Get the maximum delay in replying before a node receiving UDP packets is assumed to have failed.

```
Unsigned Integer[] getUDPResponseTimeout(
   String[] names
)
```

### getUDPResponseTimeoutByLocation( location, names ) throws ObjectDoesNotExist

Get the maximum delay in replying before a node receiving UDP packets is assumed to have failed. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getUDPResponseTimeoutByLocation(
   String location
   String[] names
)
```

### getWeightings( names ) throws ObjectDoesNotExist

For each of the named pools, get the weightings for each of the nodes in each pool.

```
Pool.WeightingsDefinition[][] getWeightings(
   String[] names
)
```

### getWeightingsByLocation( location, names ) throws ObjectDoesNotExist

For each of the named pools, get the weightings for each of the nodes in each pool. This is a location specific function, any action will operate on the specified location.

```
Pool.WeightingsDefinition[][] getWeightingsByLocation(
   String location
   String[] names
)
```

### removeAutoscaleSecuritygroupids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the security group IDs to associate to the new EC2 instances.

```
void removeAutoscaleSecuritygroupids(
   String[] names
   String[][] values
)
```

### removeAutoscaleSecuritygroupidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the security group IDs to associate to the new EC2 instances. This is a location specific function, any action will operate on the specified location.

```
void removeAutoscaleSecuritygroupidsByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeAutoscaleSubnetids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic.

```
void removeAutoscaleSubnetids(
   String[] names
   String[][] values
)
```

### removeAutoscaleSubnetidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic. This is a location specific function, any action will operate on the specified location.

```
void removeAutoscaleSubnetidsByLocation(
   String location
   String[] names
   String[][] values
```


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```
)
```

### removeDNSAutoscaleHostnames( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the hostnames to be used for DNS-derived autoscaling

```
void removeDNSAutoscaleHostnames(
   String[] names
   String[][] values
)
```

### removeDNSAutoscaleHostnamesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the hostnames to be used for DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
void removeDNSAutoscaleHostnamesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeDrainingNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove nodes from the lists of draining nodes, for each of the named pools.

```
void removeDrainingNodes(
   String[] names
   String[][] values
)
```

### removeDrainingNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove nodes from the lists of draining nodes, for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void removeDrainingNodesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeMonitors( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove monitors from each of the named pools.

```
void removeMonitors(
   String[] names
   String[][] values
)
```

### removeMonitorsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove monitors from each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void removeMonitorsByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove nodes from each of the named pools.

```
void removeNodes(
   String[] names
   String[][] values
)
```

### removeNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove nodes from each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void removeNodesByLocation(
   String location
   String[] names
   String[][] values
)
```

### removeSSLCommonNameMatch( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the list of names against which the 'common name' of the certificate is matched.

```
void removeSSLCommonNameMatch(
   String[] names
   String[][] values
)
```

### removeSSLCommonNameMatchByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the list of names against which the 'common name' of the certificate is matched. This is a location specific function, any action will operate on the specified location.

```
void removeSSLCommonNameMatchByLocation(
   String location
   String[] names
   String[][] values
)
```


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### renamePool( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename each of the named pools.

```
void renamePool(
   String[] names
   String[] new_names
)
```

### setAutoscaleAddnodeDelaytime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Delay in seconds before the node should be added to the autoscaled pool

```
void setAutoscaleAddnodeDelaytime(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleAddnodeDelaytimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Delay in seconds before the node should be added to the autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleAddnodeDelaytimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleCloudcredentials( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the cloud credentials for this autoscaled pool

```
void setAutoscaleCloudcredentials(
   String[] names
   String[] values
)
```

### setAutoscaleCloudcredentialsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the cloud credentials for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleCloudcredentialsByLocation(
   String location
   String[] names
   String[] values
)
```

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### setAutoscaleCluster( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The ESX host or ESX cluster name to put the new virtual machine instances on.

```
void setAutoscaleCluster(
   String[] names
   String[] values
)
```

### setAutoscaleClusterByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The ESX host or ESX cluster name to put the new virtual machine instances on. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleClusterByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscaleDatacenter( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The name of the logical datacenter on the vCenter server

```
void setAutoscaleDatacenter(
   String[] names
   String[] values
)
```

### setAutoscaleDatacenterByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The name of the logical datacenter on the vCenter server This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleDatacenterByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscaleDatastore( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The name of the datastore to be used by the newly created virtual machine.

```
void setAutoscaleDatastore(
   String[] names
   String[] values
)
```


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### setAutoscaleDatastoreByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set The name of the datastore to be used by the newly created virtual machine. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleDatastoreByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscaleEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses autoscaling.

```
void setAutoscaleEnabled(
   String[] names
   Boolean[] values
)
```

### setAutoscaleEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses autoscaling. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setAutoscaleExternal( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether autoscaling is handled externally or internally

```
void setAutoscaleExternal(
   String[] names
   Boolean[] values
)
```

### setAutoscaleExternalByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether autoscaling is handled externally or internally This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleExternalByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setAutoscaleExtraargs( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Any extra arguments to the autoscaling API. Each argument can be separated by comma. E.g in case of EC2, it can take extra parameters to the Amazon's RunInstance API say DisableApiTermination=false,Placement.Tenancy=default.

```
void setAutoscaleExtraargs(
   String[] names
   String[] values
)
```

### setAutoscaleExtraargsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Any extra arguments to the autoscaling API. Each argument can be separated by comma. E.g in case of EC2, it can take extra parameters to the Amazon's RunInstance API say DisableApiTermination=false,Placement.Tenancy=default. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleExtraargsByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscaleHysteresis( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hysteresis period for an autoscaled pool

```
void setAutoscaleHysteresis(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleHysteresisByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hysteresis period for an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleHysteresisByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleImageid( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the image identifier

```
void setAutoscaleImageid(
```


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```
   String[] names
   String[] values
)
```

### setAutoscaleImageidByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the image identifier This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleImageidByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscaleIpstouse( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether to use the public or private IPs

```
void setAutoscaleIpstouse(
   String[] names
   Pool.AutoscaleIpstouse[] values
)
```

### setAutoscaleIpstouseByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether to use the public or private IPs This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleIpstouseByLocation(
   String location
   String[] names
   Pool.AutoscaleIpstouse[] values
)
```

### setAutoscaleLastnodeIdletime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the idle time of the last node in an autoscaled pool before it can be destroyed

```
void setAutoscaleLastnodeIdletime(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleLastnodeIdletimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the idle time of the last node in an autoscaled pool before it can be destroyed This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleLastnodeIdletimeByLocation(
   String location
```

```
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleMaxNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum number of nodes in an autoscaled pool

```
void setAutoscaleMaxNodes(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleMaxNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum number of nodes in an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleMaxNodesByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleMinNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the minimum number of nodes in an autoscaled pool

```
void setAutoscaleMinNodes(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleMinNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the minimum number of nodes in an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleMinNodesByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleName( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the node name prefix for this autoscaled pool

```
void setAutoscaleName(
   String[] names
```


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```
   String[] values
)
```

### setAutoscaleNameByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the node name prefix for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleNameByLocation(
   String location
   String[] names
   String[] values
)
```

### setAutoscalePort( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the port number for this autoscaled pool

```
void setAutoscalePort(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscalePortByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the port number for this autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscalePortByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleRefractory( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the refractory period for an autoscaled pool

```
void setAutoscaleRefractory(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleRefractoryByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the refractory period for an autoscaled pool This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleRefractoryByLocation(
   String location
```

```
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleResponseTime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the expected node response time in milliseconds

```
void setAutoscaleResponseTime(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleResponseTimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the expected node response time in milliseconds This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleResponseTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleScaledownLevel( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the threshold of conforming requests for scaling down

```
void setAutoscaleScaledownLevel(
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleScaledownLevelByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the threshold of conforming requests for scaling down This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleScaledownLevelByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleScaleupLevel( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the acceptable lower percentage of conforming requests

```
void setAutoscaleScaleupLevel(
   String[] names
```


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```
   Unsigned Integer[] values
)
```

### setAutoscaleScaleupLevelByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the acceptable lower percentage of conforming requests This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleScaleupLevelByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setAutoscaleSecuritygroupids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the security group IDs to associate to the new EC2 instances.

```
void setAutoscaleSecuritygroupids(
   String[] names
   String[][] values
)
```

### setAutoscaleSecuritygroupidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the security group IDs to associate to the new EC2 instances. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleSecuritygroupidsByLocation(
   String location
   String[] names
   String[][] values
)
```

### setAutoscaleSizeid( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the size identifier

```
void setAutoscaleSizeid(
   String[] names
   String[] values
)
```

### setAutoscaleSizeidByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the size identifier This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleSizeidByLocation(
   String location
   String[] names
```

```
   String[] values
)
```

### setAutoscaleSubnetids( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic.

```
void setAutoscaleSubnetids(
   String[] names
   String[][] values
)
```

### setAutoscaleSubnetidsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the list of subnet IDs where the new EC2-VPC instances will be launched. Instances will be evenly distributed among the subnets. If the list is empty, instances will be launched inside EC2-Classic. This is a location specific function, any action will operate on the specified location.

```
void setAutoscaleSubnetidsByLocation(
   String location
   String[] names
   String[][] values
)
```

### setBandwidthClass( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Bandwidth Classes that each of the named pools uses.

```
void setBandwidthClass(
   String[] names
   String[] values
)
```

### setBandwidthClassByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Bandwidth Classes that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
void setBandwidthClassByLocation(
   String location
   String[] names
   String[] values
)
```

### setDNSAutoscaleEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses DNS-derived autoscaling


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```
void setDNSAutoscaleEnabled(
   String[] names
   Boolean[] values
)
```

### setDNSAutoscaleEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
void setDNSAutoscaleEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setDNSAutoscaleHostnames( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hostnames to be used for DNS-derived autoscaling

```
void setDNSAutoscaleHostnames(
   String[] names
   String[][] values
)
```

### setDNSAutoscaleHostnamesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hostnames to be used for DNS-derived autoscaling This is a location specific function, any action will operate on the specified location.

```
void setDNSAutoscaleHostnamesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setDNSAutoscalePort( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the port number for DNS-derived autoscaling in this pool

```
void setDNSAutoscalePort(
   String[] names
   Unsigned Integer[] values
)
```

### setDNSAutoscalePortByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the port number for DNS-derived autoscaling in this pool This is a location specific function, any action will operate on the specified location.

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```
void setDNSAutoscalePortByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setDisabledNodes( names, nodes ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the specified nodes to be disabled in the pool (all other nodes will remain in their existing state).

```
void setDisabledNodes(
   String[] names
   String[][] nodes
)
```

### setDisabledNodesByLocation( location, names, nodes ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the specified nodes to be disabled in the pool (all other nodes will remain in their existing state). This is a location specific function, any action will operate on the specified location.

```
void setDisabledNodesByLocation(
   String location
   String[] names
   String[][] nodes
)
```

### setDrainingNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the lists of draining nodes for each of the named pools.

```
void setDrainingNodes(
   String[] names
   String[][] values
)
```

### setDrainingNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the lists of draining nodes for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void setDrainingNodesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setErrorFile( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is now obsolete and is replaced by VirtualServer.setErrorFile.


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```
void setErrorFile(
   String[] names
   String[] values
)
```

### setFTPSupportRfc2428( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether backend IPv4 nodes understand the FTP EPRT and EPSV commands.

```
void setFTPSupportRfc2428(
   String[] names
   Boolean[] values
)
```

### setFTPSupportRfc2428ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether backend IPv4 nodes understand the FTP EPRT and EPSV commands. This is a location specific function, any action will operate on the specified location.

```
void setFTPSupportRfc2428ByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setFailpool( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Set the pool to use when all nodes in a pool fail, for each of the named pools.

```
void setFailpool(
   String[] names
   String[] values
)
```

### setFailpoolByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Set the pool to use when all nodes in a pool fail, for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void setFailpoolByLocation(
   String location
   String[] names
   String[] values
)
```

### setKeepalive( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should maintain HTTP keepalive connections to the nodes.

```
void setKeepalive(
   String[] names
```

```
   Boolean[] values
)
```

### setKeepaliveByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should maintain HTTP keepalive connections to the nodes. This is a location specific function, any action will operate on the specified location.

```
void setKeepaliveByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setKeepaliveNonIdempotent( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should maintain HTTP keepalive connections to the nodes for non-idempotent requests.

```
void setKeepaliveNonIdempotent(
   String[] names
   Boolean[] values
)
```

### setKeepaliveNonIdempotentByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should maintain HTTP keepalive connections to the nodes for non-idempotent requests. This is a location specific function, any action will operate on the specified location.

```
void setKeepaliveNonIdempotentByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setKerberosProtocolTransitionPrincipal( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Kerberos principal that each of the named pools uses to perform Kerberos Protocol Transition

```
void setKerberosProtocolTransitionPrincipal(
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionPrincipalByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Kerberos principal that each of the named pools uses to perform Kerberos Protocol Transition This is a location specific function, any action will operate on the specified location.


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```
void setKerberosProtocolTransitionPrincipalByLocation(
   String location
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionTarget( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Kerberos principal name of the service that each of the named pools target

```
void setKerberosProtocolTransitionTarget(
   String[] names
   String[] values
)
```

### setKerberosProtocolTransitionTargetByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the Kerberos principal name of the service that each of the named pools target This is a location specific function, any action will operate on the specified location.

```
void setKerberosProtocolTransitionTargetByLocation(
   String location
   String[] names
   String[] values
)
```

### setL4AccelSNAT( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is now obsolete.

```
void setL4AccelSNAT(
   String[] names
   Boolean[] values
)
```

### setL4AccelSNATByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is now obsolete.

```
void setL4AccelSNATByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLoadBalancingAlgorithm( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the load balancing algorithms that each of the named pools uses.

```
void setLoadBalancingAlgorithm(
```

```
   String[] names
   Pool.LoadBalancingAlgorithm[] values
)
```

### setLoadBalancingAlgorithmByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the load balancing algorithms that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
void setLoadBalancingAlgorithmByLocation(
   String location
   String[] names
   Pool.LoadBalancingAlgorithm[] values
)
```

### setMaxConnectTime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the time that each of the named pools should wait for a connection to establish to a node before trying another node, in seconds.

```
void setMaxConnectTime(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConnectTimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the time that each of the named pools should wait for a connection to establish to a node before trying another node, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setMaxConnectTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConnectionAttempts( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times that each of the named pools can try to connect to any of its nodes before sending an error response.

```
void setMaxConnectionAttempts(
   String[] names
   Unsigned Integer[] values
)
```


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### setMaxConnectionAttemptsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times that each of the named pools can try to connect to any of its nodes before sending an error response. This is a location specific function, any action will operate on the specified location.

```
void setMaxConnectionAttemptsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConnectionsPernode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum number of conncurrent connections allowed to each node in the pool per machine.

```
void setMaxConnectionsPernode(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxConnectionsPernodeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum number of conncurrent connections allowed to each node in the pool per machine. This is a location specific function, any action will operate on the specified location.

```
void setMaxConnectionsPernodeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxIdleConnectionsPerNode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum numbers of unused HTTP keepalive connections that each of the named pools should maintain to an individual node.

```
void setMaxIdleConnectionsPerNode(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxIdleConnectionsPerNodeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum numbers of unused HTTP keepalive connections that each of the named pools should maintain to an individual node. This is a location specific function, any action will operate on the specified location.

```
void setMaxIdleConnectionsPerNodeByLocation(
   String location
```

```
   String[] names
   Unsigned Integer[] values
)
```

### setMaxKeepalivesPerNode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

setMaxKeepalivesPerNode is deprecated, please use setMaxIdleConnectionsPerNode instead.

```
void setMaxKeepalivesPerNode(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxKeepalivesPerNodeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

setMaxKeepalivesPerNode is deprecated, please use setMaxIdleConnectionsPerNode instead. This is a location specific function, any action will operate on the specified location.

```
void setMaxKeepalivesPerNodeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxQueueSize( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum number of connections that can be queued due to connection limits.

```
void setMaxQueueSize(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxQueueSizeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum number of connections that can be queued due to connection limits. This is a location specific function, any action will operate on the specified location.

```
void setMaxQueueSizeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxReplyTime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the time that each of the named pools should wait for a response from a node before either discarding the request or trying another node, in seconds (retryable requests only).

```
void setMaxReplyTime(
```


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```
   String[] names
   Unsigned Integer[] values
)
```

### setMaxReplyTimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the time that each of the named pools should wait for a response from a node before either discarding the request or trying another node, in seconds (retryable requests only). This is a location specific function, any action will operate on the specified location.

```
void setMaxReplyTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxTimedOutConnectionAttempts( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times that each of the named pools can try to connect and time out waiting for a response, by exceeding max_reply_time, to any of its nodes before sending an error response.

```
void setMaxTimedOutConnectionAttempts(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxTimedOutConnectionAttemptsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times that each of the named pools can try to connect and time out waiting for a response, by exceeding max_reply_time, to any of its nodes before sending an error response. This is a location specific function, any action will operate on the specified location.

```
void setMaxTimedOutConnectionAttemptsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMaxTransactionsPerNode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum number of concurrent transactions allowed to each node in the pool per machine.

```
void setMaxTransactionsPerNode(
   String[] names
   Unsigned Integer[] values
)
```

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### setMaxTransactionsPerNodeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum number of concurrent transactions allowed to each node in the pool per machine. This is a location specific function, any action will operate on the specified location.

```
void setMaxTransactionsPerNodeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMonitors( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Set the list of all monitors.

```
void setMonitors(
   String[] names
   String[][] values
)
```

### setMonitorsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError

Set the list of all monitors. This is a location specific function, any action will operate on the specified location.

```
void setMonitorsByLocation(
   String location
   String[] names
   String[][] values
)
```

### setNodeCloseWithRst( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether connections to the back-end nodes should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state.

```
void setNodeCloseWithRst(
   String[] names
   Boolean[] values
)
```

### setNodeCloseWithRstByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether connections to the back-end nodes should be closed with a RST packet, rather than a FIN packet, avoiding the TIME_WAIT state. This is a location specific function, any action will operate on the specified location.

```
void setNodeCloseWithRstByLocation(
   String location
   String[] names
```


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```
   Boolean[] values
)
```

### setNodeConnClose( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether all connections that have been sent to a node are closed when that node is marked as dead.

```
void setNodeConnClose(
   String[] names
   Boolean[] values
)
```

### setNodeConnCloseByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether all connections that have been sent to a node are closed when that node is marked as dead. This is a location specific function, any action will operate on the specified location.

```
void setNodeConnCloseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setNodeConnectionAttempts( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times your traffic manager should try and connect to a node before registering it as failed when passive monitoring is enabled.

```
void setNodeConnectionAttempts(
   String[] names
   Unsigned Integer[] values
)
```

### setNodeConnectionAttemptsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of times your traffic manager should try and connect to a node before registering it as failed when passive monitoring is enabled. This is a location specific function, any action will operate on the specified location.

```
void setNodeConnectionAttemptsByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setNodeDeleteBehavior( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the deletion behavior for nodes in a pool.

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```
void setNodeDeleteBehavior(
   String[] names
   Pool.NodeDeleteBehavior[] values
)
```

### setNodeDeleteBehaviorByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the deletion behavior for nodes in a pool. This is a location specific function, any action will operate on the specified location.

```
void setNodeDeleteBehaviorByLocation(
   String location
   String[] names
   Pool.NodeDeleteBehavior[] values
)
```

### setNodeDrainToDeleteTimeout( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum time that a node will be allowed to remain in a draining state after it has been deleted. A value of 0 means no maximum time.

```
void setNodeDrainToDeleteTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setNodeDrainToDeleteTimeoutByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum time that a node will be allowed to remain in a draining state after it has been deleted. A value of 0 means no maximum time. This is a location specific function, any action will operate on the specified location.

```
void setNodeDrainToDeleteTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setNodeFailTime( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the length of time a failed node should be isolated for before testing it with new traffic, in seconds

```
void setNodeFailTime(
   String[] names
   Unsigned Integer[] values
)
```


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### setNodeFailTimeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the length of time a failed node should be isolated for before testing it with new traffic, in seconds This is a location specific function, any action will operate on the specified location.

```
void setNodeFailTimeByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setNodeUseNagle( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether Nagle's algorithm should be used for TCP connections to the back-end nodes.

```
void setNodeUseNagle(
   String[] names
   Boolean[] values
)
```

### setNodeUseNagleByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether Nagle's algorithm should be used for TCP connections to the back-end nodes. This is a location specific function, any action will operate on the specified location.

```
void setNodeUseNagleByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the lists of nodes for each of the named pools.

```
void setNodes(
   String[] names
   String[][] values
)
```

### setNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the lists of nodes for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void setNodesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setNodesPriorityValue( names, node_values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the priority values for the named nodes in each pool.

```
void setNodesPriorityValue(
   String[] names
   Pool.PriorityValueDefinition[][] node_values
)
```

### setNodesPriorityValueByLocation( location, names, node_values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the priority values for the named nodes in each pool. This is a location specific function, any action will operate on the specified location.

```
void setNodesPriorityValueByLocation(
   String location
   String[] names
   Pool.PriorityValueDefinition[][] node_values
)
```

### setNodesWeightings( names, nodes_values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the weighting (for the Weighted Round Robin algorithm) for each node in that pool.

```
void setNodesWeightings(
   String[] names
   Pool.WeightingsDefinition[][] nodes_values
)
```

### setNodesWeightingsByLocation( location, names, nodes_values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

For each of the named pools, set the weighting (for the Weighted Round Robin algorithm) for each node in that pool. This is a location specific function, any action will operate on the specified location.

```
void setNodesWeightingsByLocation(
   String location
   String[] names
   Pool.WeightingsDefinition[][] nodes_values
)
```

### setNote( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the note for each of the named pools.

```
void setNote(
   String[] names
   String[] values
)
```


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### setPassiveMonitoring( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses passive monitoring.

```
void setPassiveMonitoring(
   String[] names
   Boolean[] values
)
```

### setPassiveMonitoringByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses passive monitoring. This is a location specific function, any action will operate on the specified location.

```
void setPassiveMonitoringByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setPersistence( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the default Session Persistence classes that each of the named pools uses.

```
void setPersistence(
   String[] names
   String[] values
)
```

### setPersistenceByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the default Session Persistence classes that each of the named pools uses. This is a location specific function, any action will operate on the specified location.

```
void setPersistenceByLocation(
   String location
   String[] names
   String[] values
)
```

### setPriorityEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools uses priority lists.

```
void setPriorityEnabled(
   String[] names
   Boolean[] values
)
```

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### setPriorityEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools uses priority lists. This is a location specific function, any action will operate on the specified location.

```
void setPriorityEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setPriorityNodes( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the minimum number of highest-priority active nodes, for each of the named pools.

```
void setPriorityNodes(
   String[] names
   Unsigned Integer[] values
)
```

### setPriorityNodesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the minimum number of highest-priority active nodes, for each of the named pools. This is a location specific function, any action will operate on the specified location.

```
void setPriorityNodesByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setQueueTimeout( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum time to keep a connections queued in seconds. A value of 0 will not timeout queued connections.

```
void setQueueTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setQueueTimeoutByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set is the maximum time to keep a connections queued in seconds. A value of 0 will not timeout queued connections. This is a location specific function, any action will operate on the specified location.

```
void setQueueTimeoutByLocation(
   String location
   String[] names
```


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```
   Unsigned Integer[] values
)
```

### setSMTPSendStartTLS( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should upgrade SMTP connections to SSL using STARTTLS (the alternative is to encrypt the entire connection).

```
void setSMTPSendStartTLS(
   String[] names
   Boolean[] values
)
```

### setSMTPSendStartTLSByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should upgrade SMTP connections to SSL using STARTTLS (the alternative is to encrypt the entire connection). This is a location specific function, any action will operate on the specified location.

```
void setSMTPSendStartTLSByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLCipherSuites( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SSL/TLS cipher suites allowed for connections to a back-end node

```
void setSSLCipherSuites(
   String[] names
   String[] values
)
```

### setSSLCipherSuitesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SSL/TLS cipher suites allowed for connections to a back-end node This is a location specific function, any action will operate on the specified location.

```
void setSSLCipherSuitesByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLCiphers( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is deprecated, and has been replaced with Pool.setSSLCipherSuites

```
void setSSLCiphers(
```

```
   String[] names
   String[] values
)
```

### setSSLCiphersByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is deprecated, and has been replaced with Pool.setSSLCipherSuites This is a location specific function, any action will operate on the specified location.

```
void setSSLCiphersByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLClientAuth( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should use client authentication. If client authentication is enabled and a back-end node asks for a client authentication, a suitable certificate and private key will be used from the SSL Client Certificates catalog.

```
void setSSLClientAuth(
   String[] names
   Boolean[] values
)
```

### setSSLClientAuthByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should use client authentication. If client authentication is enabled and a back-end node asks for a client authentication, a suitable certificate and private key will be used from the SSL Client Certificates catalog. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientAuthByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLCommonNameMatch( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the list of names against which the 'common name' of the certificate is matched.

```
void setSSLCommonNameMatch(
   String[] names
   String[][] values
)
```


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### setSSLCommonNameMatchByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the list of names against which the 'common name' of the certificate is matched. This is a location specific function, any action will operate on the specified location.

```
void setSSLCommonNameMatchByLocation(
   String location
   String[] names
   String[][] values
)
```

### setSSLEllipticCurves( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the elliptic curve preference list for SSL connections from this pool

```
void setSSLEllipticCurves(
   String[] names
   String[] values
)
```

### setSSLEllipticCurvesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the elliptic curve preference list for SSL connections from this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLEllipticCurvesByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLEncrypt( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should encrypt data to the back-end nodes using SSL.

```
void setSSLEncrypt(
   String[] names
   Boolean[] values
)
```

### setSSLEncryptByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should encrypt data to the back-end nodes using SSL. This is a location specific function, any action will operate on the specified location.

```
void setSSLEncryptByLocation(
   String location
   String[] names
   Boolean[] values
)
```

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### setSSLEnhance( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should use SSL protocol enhancements. These enhancements allow Pulse Secure Virtual Traffic Manager virtual servers to discover the original client's IP address. Only use enable this if, for this pool, you are using Pulse Secure vTMs whose virtual servers have the 'ssl_trust_magic' setting enabled.

```
void setSSLEnhance(
   String[] names
   Boolean[] values
)
```

### setSSLEnhanceByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should use SSL protocol enhancements. These enhancements allow Pulse Secure Virtual Traffic Manager virtual servers to discover the original client's IP address. Only use enable this if, for this pool, you are using Pulse Secure vTMs whose virtual servers have the 'ssl_trust_magic' setting enabled. This is a location specific function, any action will operate on the specified location.

```
void setSSLEnhanceByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLFixedClientCert( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the fixed client certificate to be used whenever client certificate authentication is requested.

```
void setSSLFixedClientCert(
   String[] names
   String[] values
)
```

### setSSLFixedClientCertByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the fixed client certificate to be used whenever client certificate authentication is requested. This is a location specific function, any action will operate on the specified location.

```
void setSSLFixedClientCertByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLMiddleboxCompatibility( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether use of TLS 1.3 middlebox compatibility mode is enabled for this pool


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```
void setSSLMiddleboxCompatibility(
   String[] names
   Pool.SSLMiddleboxCompatibility[] values
)
```

### setSSLMiddleboxCompatibilityByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether use of TLS 1.3 middlebox compatibility mode is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLMiddleboxCompatibilityByLocation(
   String location
   String[] names
   Pool.SSLMiddleboxCompatibility[] values
)
```

### setSSLSendCloseAlerts( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should send a close alert when they initiate socket disconnections.

```
void setSSLSendCloseAlerts(
   String[] names
   Boolean[] values
)
```

### setSSLSendCloseAlertsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should send a close alert when they initiate socket disconnections. This is a location specific function, any action will operate on the specified location.

```
void setSSLSendCloseAlertsByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLServerNameExtension( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set if we should send the server_name extension to the back-end node. This setting forces the use of at least TLS 1.0.

```
void setSSLServerNameExtension(
   String[] names
   Boolean[] values
)
```

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### setSSLServerNameExtensionByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set if we should send the server_name extension to the back-end node. This setting forces the use of at least TLS 1.0. This is a location specific function, any action will operate on the specified location.

```
void setSSLServerNameExtensionByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLSessionCacheEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether use of the session cache is enabled for this pool

```
void setSSLSessionCacheEnabled(
   String[] names
   Pool.SSLSessionCacheEnabled[] values
)
```

### setSSLSessionCacheEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether use of the session cache is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionCacheEnabledByLocation(
   String location
   String[] names
   Pool.SSLSessionCacheEnabled[] values
)
```

### setSSLSessionTicketsEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether connections to the back-end nodes should use SSL session tickets

```
void setSSLSessionTicketsEnabled(
   String[] names
   Pool.SSLSessionTicketsEnabled[] values
)
```

### setSSLSessionTicketsEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether connections to the back-end nodes should use SSL session tickets This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionTicketsEnabledByLocation(
   String location
   String[] names
   Pool.SSLSessionTicketsEnabled[] values
)
```


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### setSSLSignatureAlgorithms( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SSL signature algorithms preference list for SSL connections from this pool

```
void setSSLSignatureAlgorithms(
   String[] names
   String[] values
)
```

### setSSLSignatureAlgorithmsByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SSL signature algorithms preference list for SSL connections from this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSignatureAlgorithmsByLocation(
   String location
   String[] names
   String[] values
)
```

### setSSLStrictVerify( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should perform strict certificate validation on SSL certificates from the back-end nodes.

```
void setSSLStrictVerify(
   String[] names
   Boolean[] values
)
```

### setSSLStrictVerifyByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should perform strict certificate validation on SSL certificates from the back-end nodes. This is a location specific function, any action will operate on the specified location.

```
void setSSLStrictVerifyByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setSSLSupportSSL2( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is now deprecated.

```
void setSSLSupportSSL2(
   String[] names
   Pool.SSLSupportSSL2[] values
)
```

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### setSSLSupportSSL2ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportSSL2ByLocation(
   String location
   String[] names
   Pool.SSLSupportSSL2[] values
)
```

### setSSLSupportSSL3( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether SSLv3 is enabled for this pool

```
void setSSLSupportSSL3(
   String[] names
   Pool.SSLSupportSSL3[] values
)
```

### setSSLSupportSSL3ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether SSLv3 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportSSL3ByLocation(
   String location
   String[] names
   Pool.SSLSupportSSL3[] values
)
```

### setSSLSupportTLS1( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.0 is enabled for this pool

```
void setSSLSupportTLS1(
   String[] names
   Pool.SSLSupportTLS1[] values
)
```

### setSSLSupportTLS11( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.1 is enabled for this pool

```
void setSSLSupportTLS11(
   String[] names
   Pool.SSLSupportTLS11[] values
)
```


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### setSSLSupportTLS11ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.1 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS11ByLocation(
   String location
   String[] names
   Pool.SSLSupportTLS11[] values
)
```

### setSSLSupportTLS12( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.2 is enabled for this pool

```
void setSSLSupportTLS12(
   String[] names
   Pool.SSLSupportTLS12[] values
)
```

### setSSLSupportTLS12ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.2 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS12ByLocation(
   String location
   String[] names
   Pool.SSLSupportTLS12[] values
)
```

### setSSLSupportTLS13( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.3 is enabled for this pool

```
void setSSLSupportTLS13(
   String[] names
   Pool.SSLSupportTLS13[] values
)
```

### setSSLSupportTLS13ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.3 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS13ByLocation(
   String location
   String[] names
   Pool.SSLSupportTLS13[] values
)
```

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### setSSLSupportTLS1ByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether TLSv1.0 is enabled for this pool This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS1ByLocation(
   String location
   String[] names
   Pool.SSLSupportTLS1[] values
)
```

### setServiceDiscoveryEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether this pool uses Service Discovery.

```
void setServiceDiscoveryEnabled(
   String[] names
   Boolean[] values
)
```

### setServiceDiscoveryInterval( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the poll interval of the Service Discovery plugin for this pool

```
void setServiceDiscoveryInterval(
   String[] names
   Unsigned Integer[] values
)
```

### setServiceDiscoveryPlugin( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the plugin used by this pool for Service Discovery.

```
void setServiceDiscoveryPlugin(
   String[] names
   String[] values
)
```

### setServiceDiscoveryPluginArgs( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the arguments used by the pool's Service Discovery plugin

```
void setServiceDiscoveryPluginArgs(
   String[] names
   String[] values
)
```


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### setServiceDiscoveryTimeout( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the timeout of the Service Discovery plugin for this pool

```
void setServiceDiscoveryTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setTransparent( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should make connections to the back-ends appear to originate from the source client IP address.

```
void setTransparent(
   String[] names
   Boolean[] values
)
```

### setTransparentByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether each of the named pools should make connections to the back-ends appear to originate from the source client IP address. This is a location specific function, any action will operate on the specified location.

```
void setTransparentByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setUDPAcceptFrom( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set what sets of IP addresses and ports from which we should accept UDP responses.

```
void setUDPAcceptFrom(
   String[] names
   Pool.UDPAcceptFrom[] values
)
```

### setUDPAcceptFromByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set what sets of IP addresses and ports from which we should accept UDP responses. This is a location specific function, any action will operate on the specified location.

```
void setUDPAcceptFromByLocation(
   String location
   String[] names
   Pool.UDPAcceptFrom[] values
)
```

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### setUDPAcceptFromIPMask( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the mask to validate the IP of UDP responses with. Only used if UDPAcceptFromIP is set to 'ip_mask'.

```
void setUDPAcceptFromIPMask(
   String[] names
   String[] values
)
```

### setUDPAcceptFromIPMaskByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the mask to validate the IP of UDP responses with. Only used if UDPAcceptFromIP is set to 'ip_mask'. This is a location specific function, any action will operate on the specified location.

```
void setUDPAcceptFromIPMaskByLocation(
   String location
   String[] names
   String[] values
)
```

### setUDPResponseTimeout( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum delay in replying before a node receiving UDP packets is assumed to have failed.

```
void setUDPResponseTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setUDPResponseTimeoutByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum delay in replying before a node receiving UDP packets is assumed to have failed. This is a location specific function, any action will operate on the specified location.

```
void setUDPResponseTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

## Structures

### Pool.PriorityValueDefinition

This structure contains the priority for a particular node. The priority is used when using the priority lists functionality.

```
struct Pool.PriorityValueDefinition  {
   # The name of the node.
   String node;
```


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```
   # The priority value.
   Integer priority;
}
```

### Pool.WeightingsDefinition

This structure contains the weighting for a particular node. The weighting is used when using the Weighted Round Robin algorithm functionality.

```
struct Pool.WeightingsDefinition  {
   # The name of the node.
   String node;

   # The weighting value.
   Integer weighting;
}
```

## Enumerations

### Pool.AutoscaleIpstouse

```
enum Pool.AutoscaleIpstouse {
   # Public IP addresses
   publicips,

   # Private IP addresses
   privateips
}
```

### Pool.LoadBalancingAlgorithm

```
enum Pool.LoadBalancingAlgorithm {
   # Round Robin
   roundrobin,

   # Weighted Round Robin
   wroundrobin,

   # Perceptive
   cells,

   # Least Connections
   connections,

   # Weighted Least Connections
   wconnections,

   # Fastest Response Time
   responsetimes,

   # Random Node
   random
}
```

## Pool.NodeDeleteBehavior

```
enum Pool.NodeDeleteBehavior {
   # All connections to the node are closed immediately.
   immediate,

   # Allow existing connections to the node to finish before deletion.
   drain
}
```

## Pool.SSLMiddleboxCompatibility

```
enum Pool.SSLMiddleboxCompatibility {
   # Use the global setting for use of middlebox compatibility
   use_default,

   # Enable use of middlebox compatibility
   enabled,

   # Disable use of middlebox compatibility
   disabled
}
```

## Pool.SSLSessionCacheEnabled

```
enum Pool.SSLSessionCacheEnabled {
   # Use the global setting for use of the session cache
   use_default,

   # Enable use of the session cache
   enabled,

   # Disable use of the session cache
   disabled
}
```

## Pool.SSLSessionTicketsEnabled

```
enum Pool.SSLSessionTicketsEnabled {
   # Use the global setting for use of session tickets
   use_default,

   # Enable use of session tickets
   enabled,

   # Disable use of session tickets
   disabled
}
```

## Pool.SSLSupportSSL2

```
enum Pool.SSLSupportSSL2 {
   # Use the global setting for SSLv2
   use_default,

   # Enable SSLv2 (not recommended)
```


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```
   enabled,

   # Disable SSLv2
   disabled
}
```

### Pool.SSLSupportSSL3

```
enum Pool.SSLSupportSSL3 {
   # Use the global setting for SSLv3
   use_default,

   # Enable SSLv3
   enabled,

   # Disable SSLv3
   disabled
}
```

### Pool.SSLSupportTLS1

```
enum Pool.SSLSupportTLS1 {
   # Use the global setting for TLSv1.0
   use_default,

   # Enable TLSv1.0
   enabled,

   # Disable TLSv1.0
   disabled
}
```

### Pool.SSLSupportTLS11

```
enum Pool.SSLSupportTLS11 {
   # Use the global setting for TLSv1.1
   use_default,

   # Enable TLSv1.1
   enabled,

   # Disable TLSv1.1
   disabled
}
```

### Pool.SSLSupportTLS12

```
enum Pool.SSLSupportTLS12 {
   # Use the global setting for TLSv1.2
   use_default,

   # Enable TLSv1.2
   enabled,

   # Disable TLSv1.2
   disabled
```

```
}
```

### Pool.SSLSupportTLS13

```
enum Pool.SSLSupportTLS13 {
   # Use the global setting for TLSv1.3
   use_default,

   # Enable TLSv1.3
   enabled,

   # Disable TLSv1.3
   disabled
}
```

### Pool.UDPAcceptFrom

```
enum Pool.UDPAcceptFrom {
   # Only the IP address and port to which the request was sent.
   dest_only,

   # Only the IP address to which the request was sent, but from any port.
   dest_ip_only,

   # Only a specific set of IP addresses, but from any port.
   ip_mask,

   # Any IP address and any port.
   all
}
```

## TrafficIPGroups

URI: http://soap.zeus.com/zxtm/1.0/TrafficIPGroups/

The TrafficIPGroup interface allows management of Traffic IP Group objects. Using this interface, you can create, delete and rename Traffic IP Group objects, and manage their configuration.

## Methods

### addBackEndTrafficIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

This method is now obsolete.

```
void addBackEndTrafficIPAddresses(
   String[] names
   String[][] values
)
```


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### addIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Add new IP addresses to each of the named traffic IP groups.

```
void addIPAddresses(
   String[] names
   String[][] values
)
```

### addPassiveMachine( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Add machines to the lists of passive machines, for each of the named traffic IP groups.

```
void addPassiveMachine(
   String[] names
   String[][] values
)
```

### addTrafficIPGroup( names, details ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidInput, InvalidOperation

Add the new named Traffic IP Groups, using the provided details.

```
void addTrafficIPGroup(
   String[] names
   TrafficIPGroups.Details[] details
)
```

### addTrafficIPGroupWithMode( names, details ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidInput, InvalidOperation

Add the new named Traffic IP Groups, using the provided details.

```
void addTrafficIPGroupWithMode(
   String[] names
   TrafficIPGroups.DetailsV2[] details
)
```

### addTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new traffic managers to each of the named traffic IP groups.

```
void addTrafficManager(
   String[] names
   String[][] values
)
```

### deleteSpecificSubnetMappings( mappings ) throws InvalidInput

Delete specified interface network mappings.

```
void deleteSpecificSubnetMappings(
   TrafficIPGroups.SubnetMappingPerHost[] mappings
```

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```
)
```

### deleteSubnetMappings()

Delete all interface network mappings.

```
void deleteSubnetMappings()
```

### deleteTrafficIPGroup( names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, InvalidOperation

Delete the named Traffic IP Groups.

```
void deleteTrafficIPGroup(
   String[] names
)
```

### getAvailableTrafficManagers()

Get the names of all of the Traffic Managers in the cluster.

```
String[] getAvailableTrafficManagers()
```

### getBackEndTrafficIPAddresses( names ) throws ObjectDoesNotExist

This method is now obsolete.

```
String[][] getBackEndTrafficIPAddresses(
   String[] names
)
```

### getEnabled( names ) throws ObjectDoesNotExist

Get whether this traffic IP group is enabled or not.

```
Boolean[] getEnabled(
   String[] names
)
```

### getIPAddresses( names ) throws ObjectDoesNotExist

Get the IP addresses that are managed by each of the named traffic IP groups.

```
String[][] getIPAddresses(
   String[] names
)
```

### getIPAssignmentMode( names ) throws ObjectDoesNotExist

Get the traffic IP distribution mode.

```
TrafficIPGroups.IPAssignmentMode[] getIPAssignmentMode(
   String[] names
)
```


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### getIPDistributionMode( names ) throws ObjectDoesNotExist

Get how traffic IPs will be distributed across the machines in the cluster. If "multihosted" mode is used, the multicast IP must be set first.

```
TrafficIPGroups.IPDistributionMode[] getIPDistributionMode(
   String[] names
)
```

### getKeepTogether( names ) throws ObjectDoesNotExist

Get the KeepTogether attribute for each of the named traffic IP groups.

```
Boolean[] getKeepTogether(
   String[] names
)
```

### getMulticastIP( names ) throws ObjectDoesNotExist

Get the multicast IP group that is used to share data across machines in the cluster. This setting is only used if the traffic IP is using 'multihosted' distribution mode.

```
String[] getMulticastIP(
   String[] names
)
```

### getNetworkInterfaces()

Get a list of network interfaces for all machines in the cluster.

```
TrafficIPGroups.NetworkInterface[] getNetworkInterfaces()
```

### getNote( names ) throws ObjectDoesNotExist

Get the note for each of the named traffic IP groups.

```
String[] getNote(
   String[] names
)
```

### getPassiveMachine( names ) throws ObjectDoesNotExist

Get the lists of passive machines in each of the named traffic IP groups.

```
String[][] getPassiveMachine(
   String[] names
)
```

### getRhiBgpMetricBase( names ) throws ObjectDoesNotExist

Get the base BGP routing metric for this Traffic IP group.

```
Unsigned Integer[] getRhiBgpMetricBase(
   String[] names
)
```

### getRhiBgpPassiveMetricOffset( names ) throws ObjectDoesNotExist

Get the BGP routing metric offset between active and passive traffic managers in this Traffic IP group.

```
Unsigned Integer[] getRhiBgpPassiveMetricOffset(
   String[] names
)
```

### getRhiOspfv2MetricBase( names ) throws ObjectDoesNotExist

Get the base OSPFv2 routing metric for this Traffic IP group.

```
Unsigned Integer[] getRhiOspfv2MetricBase(
   String[] names
)
```

### getRhiOspfv2PassiveMetricOffset( names ) throws ObjectDoesNotExist

Get the OSPFv2 routing metric offset between active and passive traffic managers in this Traffic IP group.

```
Unsigned Integer[] getRhiOspfv2PassiveMetricOffset(
   String[] names
)
```

### getRhiProtocols( names ) throws ObjectDoesNotExist

Get the RHI protocols which may be used to advertise the addresses in the Traffic IP group.

```
String[] getRhiProtocols(
   String[] names
)
```

### getSubnetMappings( hostnames ) throws InvalidInput

Get interface to CIDR subnet mappings.

```
TrafficIPGroups.SubnetMappingPerHost[] getSubnetMappings(
   String[] hostnames
)
```

### getTrafficIPGroupNames()

Get the names of all of the configured Traffic IP Groups.

```
String[] getTrafficIPGroupNames()
```

### getTrafficManager( names ) throws ObjectDoesNotExist

Get the traffic managers that manage the IP addresses in each of the named traffic IP groups.

```
String[][] getTrafficManager(
   String[] names
)
```


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### getUseClientSourcePort( names ) throws ObjectDoesNotExist

Get whether the source port is taken into account when deciding which traffic manager should handle the request. This setting is only used if the Traffic IP is using 'multihosted' distribution mode.

```
Boolean[] getUseClientSourcePort(
   String[] names
)
```

### removeBackEndTrafficIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

This method is now obsolete.

```
void removeBackEndTrafficIPAddresses(
   String[] names
   String[][] values
)
```

### removeIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Remove the named IP addresses from each of the named traffic IP groups.

```
void removeIPAddresses(
   String[] names
   String[][] values
)
```

### removePassiveMachine( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Remove the named machines from the list of passive machines, for each of the named traffic IP groups.

```
void removePassiveMachine(
   String[] names
   String[][] values
)
```

### removeTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidOperation

Remove the named traffic managers from each named traffic IP group.

```
void removeTrafficManager(
   String[] names
   String[][] values
)
```

### renameTrafficIPGroup( names, new_names ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Rename each of the named Traffic IP Groups.

```
void renameTrafficIPGroup(
```

```
   String[] names
   String[] new_names
)
```

### setBackEndTrafficIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

This method is now obsolete.

```
void setBackEndTrafficIPAddresses(
   String[] names
   String[][] values
)
```

### setEnabled( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether this traffic IP group is enabled or not.

```
void setEnabled(
   String[] names
   Boolean[] values
)
```

### setIPAddresses( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the IP addresses that are managed by each of the named traffic IP groups.

```
void setIPAddresses(
   String[] names
   String[][] values
)
```

### setIPAssignmentMode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the traffic IP distribution mode.

```
void setIPAssignmentMode(
   String[] names
   TrafficIPGroups.IPAssignmentMode[] values
)
```

### setIPDistributionMode( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set how traffic IPs will be distributed across the machines in the cluster. If "multihosted" mode is used, the multicast IP must be set first.

```
void setIPDistributionMode(
   String[] names
   TrafficIPGroups.IPDistributionMode[] values
)
```


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### setKeepTogether( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the KeepTogether attribute for each of the named traffic IP groups.

```
void setKeepTogether(
   String[] names
   Boolean[] values
)
```

### setMulticastIP( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the multicast IP group that is used to share data across machines in the cluster. This setting is only used if the traffic IP is using 'multihosted' distribution mode.

```
void setMulticastIP(
   String[] names
   String[] values
)
```

### setNote( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the note for each of the named traffic IP groups.

```
void setNote(
   String[] names
   String[] values
)
```

### setPassiveMachine( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the lists of passive machines in each of the named traffic IP groups.

```
void setPassiveMachine(
   String[] names
   String[][] values
)
```

### setRhiBgpMetricBase( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the base BGP routing metric for this Traffic IP group.

```
void setRhiBgpMetricBase(
   String[] names
   Unsigned Integer[] values
)
```

### setRhiBgpPassiveMetricOffset( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the BGP routing metric offset between active and passive traffic managers in this Traffic IP group.

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```
void setRhiBgpPassiveMetricOffset(
   String[] names
   Unsigned Integer[] values
)
```

### setRhiOspfv2MetricBase( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the base OSPFv2 routing metric for this Traffic IP group.

```
void setRhiOspfv2MetricBase(
   String[] names
   Unsigned Integer[] values
)
```

### setRhiOspfv2PassiveMetricOffset( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the OSPFv2 routing metric offset between active and passive traffic managers in this Traffic IP group.

```
void setRhiOspfv2PassiveMetricOffset(
   String[] names
   Unsigned Integer[] values
)
```

### setRhiProtocols( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the RHI protocols which may be used to advertise the addresses in the Traffic IP group.

```
void setRhiProtocols(
   String[] names
   String[] values
)
```

### setSubnetMappings( mappings ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Update interface to CIDR subnet mappings. Note: this function replaces your existing TrafficIP network mappings rather than adding to them. To avoid deleting any existing entries, you must include them in the specified update list.

```
void setSubnetMappings(
   TrafficIPGroups.SubnetMappingPerHost[] mappings
)
```

### setTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the traffic managers that manage the IP addresses in each of the named traffic IP groups.

```
void setTrafficManager(
   String[] names
   String[][] values
)
```


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### setUseClientSourcePort( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether the source port is taken into account when deciding which traffic manager should handle the request. This setting is only used if the Traffic IP is using 'multihosted' distribution mode.

```
void setUseClientSourcePort(
   String[] names
   Boolean[] values
)
```

## Structures

### TrafficIPGroups.Details

This structure contains the basic details of a Traffic IP Group: the nodes, and the traffic managers that the Traffic IP group spans. It is used when creating a new Traffic IP Group.

```
struct TrafficIPGroups.Details  {
   # The IP addresses in the Traffic IP Group.
   String[] ipaddresses;

   # The names of the traffic managers that will manage the IP Addresses.
   String[] machines;
}
```

### TrafficIPGroups.DetailsV2

This structure contains the basic details of a Traffic IP Group: the nodes, and the traffic managers that the Traffic IP group spans. It is used when creating a new Traffic IP Group.

```
struct TrafficIPGroups.DetailsV2  {
   # The IP addresses in the Traffic IP Group.
   String[] ipaddresses;

   # The IP distribution mode of the traffic IP group.
   TrafficIPGroups.IPDistributionMode mode;

   # The multicast IP address of a multihosted traffic IP group.
   String multicast;

   # The names of the traffic managers that will manage the IP Addresses.
   String[] machines;

   # The names of the traffic managers that will be passive / standby members of
   # the group.
   String[] passive_machines;
}
```

### TrafficIPGroups.NetworkInterface

This structure displays the network interfaces of all machines in the cluster.

```
struct TrafficIPGroups.NetworkInterface  {
```

```
   # The traffic manager in the cluster.
   String hostname;

   # The network interfaces configured in this traffic manager.
   String[] interfaces;
}
```

### TrafficIPGroups.SubnetMapping

This structure contains mappings of network interface to CIDR subnets. These mappings are used to raise a TrafficIP on a desired interface.

```
struct TrafficIPGroups.SubnetMapping  {
   # The interface on the system.
   String interface;

   # The subnets mappings for the interface.
   String[] subnets;
}
```

### TrafficIPGroups.SubnetMappingPerHost

This structure shows the traffic IP subnet mapping per host machine in the cluster.

```
struct TrafficIPGroups.SubnetMappingPerHost  {
   # The traffic manager in the cluster.
   String hostname;

   # The subnets mappings for this traffic manager.
   TrafficIPGroups.SubnetMapping[] subnetmappings;
}
```

## Enumerations

### TrafficIPGroups.IPAssignmentMode

```
enum TrafficIPGroups.IPAssignmentMode {
   # Alphabetical order of traffic manager hostnames
   alphabetic,

   # Approximately balanced between traffic managers
   balanced
}
```

### TrafficIPGroups.IPDistributionMode

```
enum TrafficIPGroups.IPDistributionMode {
   # Raise each address on a single machine (Single-Hosted mode)
   singlehosted,

   # Raise each address on every machine in the group (Multi-Hosted mode) - IPv4
   # only
   multihosted,
```


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```
   # Use route health injection to route traffic to the active machine - IPv4
   # only
   rhi,

   # Use an EC2-Classic Elastic IP address.
   ec2elastic,

   # Use an EC2-VPC Elastic IP address.
   ec2vpcelastic,

   # Use an EC2-VPC Private IP address.
   ec2vpcprivate,

   # Use GCE External IP addresses.
   gceexternal
}
```

## Catalog.Rule

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Rule/

The Catalog.Rule interface allows management of TrafficScript Rules. Using this interface, you can create, delete and rename rules, and manage their configuration. You can also syntax-check rule fragments.

### Methods

#### addRule( names, texts ) throws InvalidObjectName, ObjectAlreadyExists, DeploymentError

Add new rules to the catalog.

```
void addRule(
   String[] names
   String[] texts
)
```

#### checkSyntax( rule_text )

Check the syntax of each of the supplied TrafficScript rule texts. This method does not modify any configuration.

```
Catalog.Rule.SyntaxCheck[] checkSyntax(
   String[] rule_text
)
```

#### copyRule( names, new_names ) throws InvalidObjectName, ObjectAlreadyExists, ObjectDoesNotExist, DeploymentError

Copy the named rules in the catalog.

```
void copyRule(
   String[] names
   String[] new_names
)
```

### deleteRule( names ) throws ObjectInUse, ObjectDoesNotExist, DeploymentError, InvalidOperation

Delete the named rules from the catalog.

```
void deleteRule(
   String[] names
)
```

### getRuleDetails( names ) throws ObjectDoesNotExist, DeploymentError

Get the rule text and notes (if any), for each of the named rules.

```
Catalog.Rule.RuleInfo[] getRuleDetails(
   String[] names
)
```

### getRuleNames()

Get the names of all rules in the catalog.

```
String[] getRuleNames()
```

### renameRule( names, new_names ) throws InvalidObjectName, ObjectAlreadyExists, ObjectDoesNotExist, DeploymentError, InvalidOperation

Rename the named rules in the catalog.

```
void renameRule(
   String[] names
   String[] new_names
)
```

### setRuleNotes( names, notes ) throws ObjectDoesNotExist, DeploymentError

Sets the descriptive notes for each of the named rules in the catalog.

```
void setRuleNotes(
   String[] names
   String[] notes
)
```

### setRuleText( names, text ) throws ObjectDoesNotExist, DeploymentError

Set the TrafficScript text for each of the named rules in the catalog.

```
void setRuleText(
   String[] names
   String[] text
)
```


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## Structures

### Catalog.Rule.RuleInfo

This structure contains basic information for a rule in the catalog.

```
struct Catalog.Rule.RuleInfo  {
   # The rule text
   String rule_text;

   # The descriptive notes for the rule.
   String rule_notes;
}
```

### Catalog.Rule.SyntaxCheck

This structure contains the results of a rule syntax check against a rule in the catalog.

```
struct Catalog.Rule.SyntaxCheck  {
   # Whether the rule text is valid or not.
   Boolean valid;

   # Any warnings (such as deprecated functions) associated with the rule text.
   String warnings;

   # Any errors (such as syntax errors) associated with the rule text.
   String errors;
}
```

# Catalog.Monitor

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Monitor/

The Catalog.Monitor interface allows management of Custom Monitors. Using this interface, you can create, delete and rename custom monitors, and manage their configuration.

## Methods

### addMonitors( names ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError

Add new monitors (defaults to TCP transaction monitor, monitoring each node separately).

```
void addMonitors(
   String[] names
)
```

### addProgramArguments( names, arguments ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Adds a set of arguments to the specified monitors. The monitors specified must be of type 'program'.

```
void addProgramArguments(
   String[] names
```

```
   Catalog.Monitor.Argument[][] arguments
)
```

### copyMonitors( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Copy the named monitors.

```
void copyMonitors(
   String[] names
   String[] new_names
)
```

### deleteMonitorProgram( names ) throws ObjectDoesNotExist, DeploymentError, ObjectInUse

Delete the named monitor programs.

```
void deleteMonitorProgram(
   String[] names
)
```

### deleteMonitors( names ) throws ObjectDoesNotExist, InvalidOperation, DeploymentError, ObjectInUse

Delete these monitors.

```
void deleteMonitors(
   String[] names
)
```

### downloadMonitorProgram( name ) throws ObjectDoesNotExist

Download the named monitor program.

```
Binary Data downloadMonitorProgram(
   String name
)
```

### getAllMonitorNames()

Get the names of all monitors.

```
String[] getAllMonitorNames()
```

### getAuthentication( names ) throws ObjectDoesNotExist, InvalidOperation

Get the authentication (user:password) that each of the named monitors should use in the test HTTP request.

```
String[] getAuthentication(
   String[] names
)
```


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### getAuthenticationByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the authentication (user:password) that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
String[] getAuthenticationByLocation(
   String location
   String[] names
)
```

### getBackOff( names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should back-off after it has failed.

```
Boolean[] getBackOff(
   String[] names
)
```

### getBackOffByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should back-off after it has failed. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getBackOffByLocation(
   String location
   String[] names
)
```

### getBodyRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that that each of the named monitors' HTTP response must match.

```
String[] getBodyRegex(
   String[] names
)
```

### getBodyRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that that each of the named monitors' HTTP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getBodyRegexByLocation(
   String location
   String[] names
)
```

### getCloseString( names ) throws ObjectDoesNotExist, InvalidOperation

Get an optional string that each of the named monitors should write to the server before closing the connection.

```
String[] getCloseString(
   String[] names
)
```

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### getCloseStringByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get an optional string that each of the named monitors should write to the server before closing the connection. This is a location specific function, any action will operate on the specified location.

```
String[] getCloseStringByLocation(
   String location
   String[] names
)
```

### getCustomMonitorNames()

Get the names of all the custom monitors.

```
String[] getCustomMonitorNames()
```

### getDelay( names ) throws ObjectDoesNotExist, InvalidOperation

Get the minimum time between calls to each of the named monitors (in seconds).

```
Unsigned Integer[] getDelay(
   String[] names
)
```

### getDelayByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the minimum time between calls to each of the named monitors (in seconds). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getDelayByLocation(
   String location
   String[] names
)
```

### getFailures( names ) throws ObjectDoesNotExist, InvalidOperation

Get the number of failures required, by each of the named monitors, before a node is classed as unavailable.

```
Unsigned Integer[] getFailures(
   String[] names
)
```

### getFailuresByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the number of failures required, by each of the named monitors, before a node is classed as unavailable. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getFailuresByLocation(
   String location
   String[] names
)
```

### getHealthOnly( names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should monitor health only (ignore load).


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```
Boolean[] getHealthOnly(
   String[] names
)
```

### getHealthOnlyByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should monitor health only (ignore load). This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHealthOnlyByLocation(
   String location
   String[] names
)
```

### getHostHeader( names ) throws ObjectDoesNotExist, InvalidOperation

Get the host header that each of the named monitors should use in the test HTTP request.

```
String[] getHostHeader(
   String[] names
)
```

### getHostHeaderByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the host header that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
String[] getHostHeaderByLocation(
   String location
   String[] names
)
```

### getMachine( names ) throws ObjectDoesNotExist, InvalidOperation

Get the machine that each of the named monitors should monitor (must be a valid hostname:port or a hostname for Ping monitors).

```
String[] getMachine(
   String[] names
)
```

### getMachineByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the machine that each of the named monitors should monitor (must be a valid hostname:port or a hostname for Ping monitors). This is a location specific function, any action will operate on the specified location.

```
String[] getMachineByLocation(
   String location
   String[] names
)
```

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### getMaxResponseLen( names ) throws ObjectDoesNotExist, InvalidOperation

Get the maximum amount of data (in bytes) that each of the named monitors should read back from a server (0 = unlimited).

```
Unsigned Integer[] getMaxResponseLen(
   String[] names
)
```

### getMaxResponseLenByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the maximum amount of data (in bytes) that each of the named monitors should read back from a server (0 = unlimited). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxResponseLenByLocation(
   String location
   String[] names
)
```

### getMonitorProgramNames()

Get the names of all the uploaded monitor programs. These are the programs that can be executed by custom program monitors.

```
String[] getMonitorProgramNames()
```

### getNote( names ) throws ObjectDoesNotExist, InvalidOperation

Get the note for each of the named Monitors.

```
String[] getNote(
   String[] names
)
```

### getPath( names ) throws ObjectDoesNotExist, InvalidOperation

Get the path that each of the named monitors should use in the test HTTP request.

```
String[] getPath(
   String[] names
)
```

### getPathByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the path that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
String[] getPathByLocation(
   String location
   String[] names
)
```

### getProgram( names ) throws ObjectDoesNotExist, InvalidOperation

Get the name of the program that each named monitor runs.


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```
String[] getProgram(
   String[] names
)
```

### getProgramArguments( names ) throws ObjectDoesNotExist, InvalidOperation

Gets all arguments for the specified monitors. The monitors specified must be of type 'program'.

```
Catalog.Monitor.Argument[][] getProgramArguments(
   String[] names
)
```

### getResponseRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the regular expression that each of the named monitors should match against the server response.

```
String[] getResponseRegex(
   String[] names
)
```

### getResponseRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the regular expression that each of the named monitors should match against the server response. This is a location specific function, any action will operate on the specified location.

```
String[] getResponseRegexByLocation(
   String location
   String[] names
)
```

### getRtspBodyRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that each of the named monitors' RTSP response must match.

```
String[] getRtspBodyRegex(
   String[] names
)
```

### getRtspBodyRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that each of the named monitors' RTSP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getRtspBodyRegexByLocation(
   String location
   String[] names
)
```

### getRtspPath( names ) throws ObjectDoesNotExist, InvalidOperation

Get the path that each of the named monitors should use in the test RTSP request.

```
String[] getRtspPath(
   String[] names
```

```
)
```

### getRtspPathByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the path that each of the named monitors should use in the test RTSP request. This is a location specific function, any action will operate on the specified location.

```
String[] getRtspPathByLocation(
   String location
   String[] names
)
```

### getRtspStatusRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that each of the named monitors' RTSP response must match.

```
String[] getRtspStatusRegex(
   String[] names
)
```

### getRtspStatusRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that each of the named monitors' RTSP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getRtspStatusRegexByLocation(
   String location
   String[] names
)
```

### getScope( names ) throws ObjectDoesNotExist, InvalidOperation

Get the scope of each named monitor.

```
Catalog.Monitor.Scope[] getScope(
   String[] names
)
```

### getSipBodyRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that that each of the named monitors' SIP response must match.

```
String[] getSipBodyRegex(
   String[] names
)
```

### getSipBodyRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the body regular expression that that each of the named monitors' SIP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getSipBodyRegexByLocation(
   String location
```


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```
   String[] names
)
```

### getSipStatusRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that that each of the named monitors' SIP response must match.

```
String[] getSipStatusRegex(
   String[] names
)
```

### getSipStatusRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that that each of the named monitors' SIP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getSipStatusRegexByLocation(
   String location
   String[] names
)
```

### getSipTransport( names ) throws ObjectDoesNotExist, InvalidOperation

Get the transport protocol that the monitor will use

```
Catalog.Monitor.SipTransport[] getSipTransport(
   String[] names
)
```

### getSipTransportByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the transport protocol that the monitor will use This is a location specific function, any action will operate on the specified location.

```
Catalog.Monitor.SipTransport[] getSipTransportByLocation(
   String location
   String[] names
)
```

### getStatusRegex( names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that that each of the named monitors' HTTP response must match.

```
String[] getStatusRegex(
   String[] names
)
```

### getStatusRegexByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the status code regular expression that that each of the named monitors' HTTP response must match. This is a location specific function, any action will operate on the specified location.

```
String[] getStatusRegexByLocation(
   String location
   String[] names
)
```

### getTimeout( names ) throws ObjectDoesNotExist, InvalidOperation

Get the maximum time that an individual instance, of each of the named monitors, is allowed to run for (in seconds).

```
Unsigned Integer[] getTimeout(
   String[] names
)
```

### getTimeoutByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the maximum time that an individual instance, of each of the named monitors, is allowed to run for (in seconds). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getTimeoutByLocation(
   String location
   String[] names
)
```

### getType( names ) throws ObjectDoesNotExist, InvalidOperation

Get the internal monitor type to use for each named monitor.

```
Catalog.Monitor.Type[] getType(
   String[] names
)
```

### getUDPAcceptAll( names ) throws ObjectDoesNotExist, InvalidOperation

Get if the monitor should accept responses from any IP and port. UDP monitors only.

```
Boolean[] getUDPAcceptAll(
   String[] names
)
```

### getUDPAcceptAllByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get if the monitor should accept responses from any IP and port. UDP monitors only. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getUDPAcceptAllByLocation(
   String location
   String[] names
)
```

### getUseSSL( names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors can connect using SSL.

```
Boolean[] getUseSSL(
```


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```
   String[] names
)
```

### getUseSSLByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors can connect using SSL. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getUseSSLByLocation(
   String location
   String[] names
)
```

### getVerbose( names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should emit verbose logging (useful for diagnostics).

```
Boolean[] getVerbose(
   String[] names
)
```

### getVerboseByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get whether each of the named monitors should emit verbose logging (useful for diagnostics). This is a location specific function, any action will operate on the specified location.

```
Boolean[] getVerboseByLocation(
   String location
   String[] names
)
```

### getWriteString( names ) throws ObjectDoesNotExist, InvalidOperation

Get the string that each of the named monitors should write down the TCP connection.

```
String[] getWriteString(
   String[] names
)
```

### getWriteStringByLocation( location, names ) throws ObjectDoesNotExist, InvalidOperation

Get the string that each of the named monitors should write down the TCP connection. This is a location specific function, any action will operate on the specified location.

```
String[] getWriteStringByLocation(
   String location
   String[] names
)
```

### removeProgramArguments( names, arguments ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Removes a set of arguments from the specified monitors. The monitors specified must be of type 'program'.

```
void removeProgramArguments(
   String[] names
```

```
   String[][] arguments
)
```

### renameMonitors( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename these monitors.

```
void renameMonitors(
   String[] names
   String[] new_names
)
```

### setAuthentication( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the authentication (user:password) that each of the named monitors should use in the test HTTP request.

```
void setAuthentication(
   String[] names
   String[] values
)
```

### setAuthenticationByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the authentication (user:password) that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
void setAuthenticationByLocation(
   String location
   String[] names
   String[] values
)
```

### setBackOff( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should back-off after it has failed.

```
void setBackOff(
   String[] names
   Boolean[] values
)
```

### setBackOffByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should back-off after it has failed. This is a location specific function, any action will operate on the specified location.

```
void setBackOffByLocation(
   String location
   String[] names
   Boolean[] values
```


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```
)
```

### setBodyRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that that each of the named monitors' HTTP response must match.

```
void setBodyRegex(
   String[] names
   String[] values
)
```

### setBodyRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that that each of the named monitors' HTTP response must match. This is a location specific function, any action will operate on the specified location.

```
void setBodyRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setCloseString( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set an optional string that each of the named monitors should write to the server before closing the connection.

```
void setCloseString(
   String[] names
   String[] values
)
```

### setCloseStringByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set an optional string that each of the named monitors should write to the server before closing the connection. This is a location specific function, any action will operate on the specified location.

```
void setCloseStringByLocation(
   String location
   String[] names
   String[] values
)
```

### setDelay( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the minimum time between calls to each of the named monitors (in seconds).

```
void setDelay(
   String[] names
   Unsigned Integer[] values
```

```
)
```

### setDelayByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the minimum time between calls to each of the named monitors (in seconds). This is a location specific function, any action will operate on the specified location.

```
void setDelayByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setFailures( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the number of failures required, by each of the named monitors, before a node is classed as unavailable.

```
void setFailures(
   String[] names
   Unsigned Integer[] values
)
```

### setFailuresByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the number of failures required, by each of the named monitors, before a node is classed as unavailable. This is a location specific function, any action will operate on the specified location.

```
void setFailuresByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setHealthOnly( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should monitor health only (ignore load).

```
void setHealthOnly(
   String[] names
   Boolean[] values
)
```

### setHealthOnlyByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should monitor health only (ignore load). This is a location specific function, any action will operate on the specified location.

```
void setHealthOnlyByLocation(
   String location
   String[] names
```


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```
   Boolean[] values
)
```

### setHostHeader( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the host header that each of the named monitors should use in the test HTTP request.

```
void setHostHeader(
   String[] names
   String[] values
)
```

### setHostHeaderByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the host header that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
void setHostHeaderByLocation(
   String location
   String[] names
   String[] values
)
```

### setMachine( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the machine that each of the named monitors should monitor (must be a valid hostname:port or a hostname for Ping monitors).

```
void setMachine(
   String[] names
   String[] values
)
```

### setMachineByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the machine that each of the named monitors should monitor (must be a valid hostname:port or a hostname for Ping monitors). This is a location specific function, any action will operate on the specified location.

```
void setMachineByLocation(
   String location
   String[] names
   String[] values
)
```

### setMaxResponseLen( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the maximum amount of data (in bytes) that each of the named monitors should read back from a server (0 = unlimited).

```
void setMaxResponseLen(
   String[] names
   Unsigned Integer[] values
)
```

### setMaxResponseLenByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the maximum amount of data (in bytes) that each of the named monitors should read back from a server (0 = unlimited). This is a location specific function, any action will operate on the specified location.

```
void setMaxResponseLenByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setNote( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the note for each of the named Monitors.

```
void setNote(
   String[] names
   String[] values
)
```

### setPath( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the path that each of the named monitors should use in the test HTTP request.

```
void setPath(
   String[] names
   String[] values
)
```

### setPathByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the path that each of the named monitors should use in the test HTTP request. This is a location specific function, any action will operate on the specified location.

```
void setPathByLocation(
   String location
   String[] names
   String[] values
)
```

### setProgram( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the name of the program that each named monitor runs.

```
void setProgram(
```


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```
   String[] names
   String[] values
)
```

### setResponseRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the regular expression that each of the named monitors should match against the server response.

```
void setResponseRegex(
   String[] names
   String[] values
)
```

### setResponseRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the regular expression that each of the named monitors should match against the server response. This is a location specific function, any action will operate on the specified location.

```
void setResponseRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setRtspBodyRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that each of the named monitors' RTSP response must match.

```
void setRtspBodyRegex(
   String[] names
   String[] values
)
```

### setRtspBodyRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that each of the named monitors' RTSP response must match. This is a location specific function, any action will operate on the specified location.

```
void setRtspBodyRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setRtspPath( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the path that each of the named monitors should use in the test RTSP request.

```
void setRtspPath(
   String[] names
```

```
   String[] values
)
```

### setRtspPathByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the path that each of the named monitors should use in the test RTSP request. This is a location specific function, any action will operate on the specified location.

```
void setRtspPathByLocation(
   String location
   String[] names
   String[] values
)
```

### setRtspStatusRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that each of the named monitors' RTSP response must match.

```
void setRtspStatusRegex(
   String[] names
   String[] values
)
```

### setRtspStatusRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that each of the named monitors' RTSP response must match. This is a location specific function, any action will operate on the specified location.

```
void setRtspStatusRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setScope( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the scope of each named monitor.

```
void setScope(
   String[] names
   Catalog.Monitor.Scope[] values
)
```

### setSipBodyRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that that each of the named monitors' SIP response must match.

```
void setSipBodyRegex(
   String[] names
   String[] values
```


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```
)
```

### setSipBodyRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the body regular expression that that each of the named monitors' SIP response must match. This is a location specific function, any action will operate on the specified location.

```
void setSipBodyRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setSipStatusRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that that each of the named monitors' SIP response must match.

```
void setSipStatusRegex(
   String[] names
   String[] values
)
```

### setSipStatusRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that that each of the named monitors' SIP response must match. This is a location specific function, any action will operate on the specified location.

```
void setSipStatusRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setSipTransport( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the transport protocol that the monitor will use

```
void setSipTransport(
   String[] names
   Catalog.Monitor.SipTransport[] values
)
```

### setSipTransportByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the transport protocol that the monitor will use This is a location specific function, any action will operate on the specified location.

```
void setSipTransportByLocation(
   String location
   String[] names
```

```
   Catalog.Monitor.SipTransport[] values
)
```

### setStatusRegex( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that that each of the named monitors' HTTP response must match.

```
void setStatusRegex(
   String[] names
   String[] values
)
```

### setStatusRegexByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the status code regular expression that that each of the named monitors' HTTP response must match. This is a location specific function, any action will operate on the specified location.

```
void setStatusRegexByLocation(
   String location
   String[] names
   String[] values
)
```

### setTimeout( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the maximum time that an individual instance, of each of the named monitors, is allowed to run for (in seconds).

```
void setTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setTimeoutByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the maximum time that an individual instance, of each of the named monitors, is allowed to run for (in seconds). This is a location specific function, any action will operate on the specified location.

```
void setTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setType( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the internal monitor type to use for each named monitor.

```
void setType(
   String[] names
```


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```
   Catalog.Monitor.Type[] values
)
```

### setUDPAcceptAll( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set if the monitor should accept responses from any IP and port. UDP monitors only.

```
void setUDPAcceptAll(
   String[] names
   Boolean[] values
)
```

### setUDPAcceptAllByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set if the monitor should accept responses from any IP and port. UDP monitors only. This is a location specific function, any action will operate on the specified location.

```
void setUDPAcceptAllByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setUseSSL( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors can connect using SSL.

```
void setUseSSL(
   String[] names
   Boolean[] values
)
```

### setUseSSLByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors can connect using SSL. This is a location specific function, any action will operate on the specified location.

```
void setUseSSLByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setVerbose( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should emit verbose logging (useful for diagnostics).

```
void setVerbose(
   String[] names
   Boolean[] values
```

```
)
```

### setVerboseByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set whether each of the named monitors should emit verbose logging (useful for diagnostics). This is a location specific function, any action will operate on the specified location.

```
void setVerboseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setWriteString( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the string that each of the named monitors should write down the TCP connection.

```
void setWriteString(
   String[] names
   String[] values
)
```

### setWriteStringByLocation( location, names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the string that each of the named monitors should write down the TCP connection. This is a location specific function, any action will operate on the specified location.

```
void setWriteStringByLocation(
   String location
   String[] names
   String[] values
)
```

### updateProgramArguments( names, argument_names, new_arguments ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Allows arguments for the the specified monitors to be changed. The monitors specified must be of type 'program'.

```
void updateProgramArguments(
   String[] names
   String[][] argument_names
   Catalog.Monitor.Argument[][] new_arguments
)
```

### uploadMonitorProgram( name, content ) throws InvalidObjectName, DeploymentError

Uploads a monitor program, overwriting the file if it already exists.

```
void uploadMonitorProgram(
   String name
   Binary Data content
```


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```
)
```

## Structures

### Catalog.Monitor.Argument

An argument that is added to the command line when the monitor program is run

```
struct Catalog.Monitor.Argument  {
   # The name of the argument.
   String name;

   # The value of the argument.
   String value;

   # A description of the argument.
   String description;
}
```

## Enumerations

### Catalog.Monitor.Scope

```
enum Catalog.Monitor.Scope {
   # Node: Monitor each node in the pool separately
   pernode,

   # Pool/GLB: Monitor a specified machine
   poolwide
}
```

### Catalog.Monitor.SipTransport

```
enum Catalog.Monitor.SipTransport {
   # UDP
   udp,

   # TCP
   tcp
}
```

### Catalog.Monitor.Type

```
enum Catalog.Monitor.Type {
   # Ping monitor
   ping,

   # TCP Connect monitor
   connect,

   # HTTP monitor
   http,

   # TCP transaction monitor
```

```
   tcp_transaction,

   # External program monitor
   program,

   # SIP monitor
   sip,

   # RTSP monitor
   rtsp
}
```

## Catalog.SSL.Certificates

URI: http://soap.zeus.com/zxtm/1.1/Catalog/SSL/Certificates/

The Catalog.SSL.Certificates interface allows management of SSL Certificates which are used for SSL decryption of services. Using this interface, you can create, delete and rename SSL Certificate objects.

### Methods

#### createSelfSignedCertificate( names, details ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput, DeploymentError

Create new self-signed certificates.

```
void createSelfSignedCertificate(
   String[] names
   Catalog.SSL.Certificates.CertificateDetails[] details
)
```

#### createSelfSignedECDSACertificate( names, details ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput, DeploymentError

Create new self-signed ECDSA certificates.

```
void createSelfSignedECDSACertificate(
   String[] names
   Catalog.SSL.Certificates.ECCertificateDetails[] details
)
```

#### deleteCertificate( names ) throws InvalidObjectName, ObjectDoesNotExist, InvalidOperation, DeploymentError

Delete the named certificates.

```
void deleteCertificate(
   String[] names
)
```


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### deleteCertificateHW( names ) throws InvalidObjectName, ObjectDoesNotExist, InvalidOperation, DeploymentError

Delete the named certificates even if they are stored on secure hardware and could be in use by other clients of the hardware.

```
void deleteCertificateHW(
   String[] names
)
```

### getCertificateInfo( names ) throws ObjectDoesNotExist

Get the information about the named certificates.

```
Certificate[] getCertificateInfo(
   String[] names
)
```

### getCertificateNames()

Get the names of the installed certificates.

```
String[] getCertificateNames()
```

### getCertificateRequest( names ) throws ObjectDoesNotExist

Get Certificate signing requests for the named certificates.

```
String[] getCertificateRequest(
   String[] names
)
```

### getRawCertificate( names ) throws ObjectDoesNotExist

Get the raw (PEM-encoded) certificates.

```
String[] getRawCertificate(
   String[] names
)
```

### importCertificate( names, keys ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput

Create a new certificate, importing the certificate and private key.

```
void importCertificate(
   String[] names
   CertificateFiles[] keys
)
```

### renameCertificate( names, new_names ) throws InvalidObjectName, ObjectAlreadyExists, ObjectDoesNotExist

Rename the named certificates.

```
void renameCertificate(
```

```
   String[] names
   String[] new_names
)
```

### setRawCertificate( names, certs ) throws ObjectDoesNotExist

Set the (PEM-encoded) certificate. This should be used after getting a Certificate request signed by a certificate authority.

```
void setRawCertificate(
   String[] names
   String[] certs
)
```

## Structures

### Catalog.SSL.Certificates.CertificateDetails

This structure contains the information used when generating self-signed test certificates.

```
struct Catalog.SSL.Certificates.CertificateDetails  {
   # The subject of the new certificate. The common_name of the subject should
   # match the DNS name of the service this certificate is to be used for.
   X509Name subject;

   # The number of days this certificate should be value for (e.g. 365 for 1
   # years validity)
   Integer valid_days;

   # The size of the generated private key. Use 2048 for normal use, or 3072 for
   # more security
   Integer key_size;
}
```

### Catalog.SSL.Certificates.ECCertificateDetails

This structure contains the information used when generating self-signed test certificates with ECDSA keys.

```
struct Catalog.SSL.Certificates.ECCertificateDetails  {
   # The subject of the new certificate. The common_name of the subject should
   # match the DNS name of the service this certificate is to be used for.
   X509Name subject;

   # The number of days this certificate should be value for (e.g. 365 for 1
   # years validity)
   Integer valid_days;

   # The name of the curve used to generate the private key. Possible values
   # include P256, P384 and P521 in order of increasing strength.
   String curve;
}
```


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## Certificate

This structure contains information (such as the subject and issuer) about a certificate.

```
struct Certificate  {
   # The version of the X509 Certificate
   Integer version;

   # The serial number of the Certificate
   String serial;

   # The issuer (i.e. who signed it) of the Certificate
   X509Name issuer;

   # The subject (i.e. who it is for) of the Certificate
   X509Name subject;

   # The time the certificate is valid from.
   Time valid_from;

   # The time the certificate is valid to.
   Time valid_to;

   # The type of key used in the certificate.
   String key_type;

   # The DSA public key 'y' used in the certificate.
   String y;

   # The first coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_x;

   # The second coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_y;

   # The name of the curve used by the ECDSA key used in the certificate.
   String curve;

   # The RSA modulus of the certificate.
   String modulus;

   # The RSA exponent of the certificate.
   String exponent;

   # Whether the certificate is self-signed (i.e. the issuer is the same as the
   # subject)
   Boolean self_signed;
}
```

## CertificateFiles

This structure contains a public certificate and private key. It is used when importing certificates into the traffic manager.

```
struct CertificateFiles  {
   # The PEM-encoded public certificate (containing the BEGIN CERTIFICATE and
   # END CERTIFICATE tags)
   String public_cert;

   # The PEM-encoded private key (containing the BEGIN RSA PRIVATE KEY and END
   # RSA PRIVATE KEY tags)
   String private_key;
}
```

### X509Name

This structure contains a representation of an X509 Name object. These are used inside Certificate objects to represent the issuer and subject of the certificate.

```
struct X509Name  {
   # The common name (CN). This is usually the name of the site the certificate
   # is issued to (e.g. "secure.example.com")
   String common_name;

   # The two-letter country code.
   String country;

   # The location (town or city).
   String location;

   # The state, this is only needed if the country is 'US'.
   String state;

   # The name of the organization
   String organization;

   # The unit inside the organization
   String unit;

   # An email address. This is usually empty.
   String email;
}
```

## Catalog.SSL.CertificateAuthorities

URI: http://soap.zeus.com/zxtm/1.1/Catalog/SSL/CertificateAuthorities/

The Catalog.SSL.CertificateAuthorities interface allows management of SSL Certificate Authorities which are used to authenticate back-end nodes when doing SSL encryption.

### Methods

#### deleteCertificateAuthority( names ) throws ObjectDoesNotExist

Delete the named Certificate Authority and associated Revocation list.


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```
void deleteCertificateAuthority(
   String[] names
)
```

### getCertificateAuthorityInfo( names ) throws ObjectDoesNotExist

Get the Certificate Information, and the revoked certificates.

```
Catalog.SSL.CertificateAuthorities.Details[] getCertificateAuthorityInfo(
   String[] names
)
```

### getCertificateAuthorityNames()

Get the names of the configured Certificate Authorities.

```
String[] getCertificateAuthorityNames()
```

### getRawCertificate( names ) throws ObjectDoesNotExist

Get the raw PEM encoded Certificate for the named Certificate Authorities.

```
String[] getRawCertificate(
   String[] names
)
```

### importCRL( crls ) throws InvalidInput, ObjectDoesNotExist

Import Certificate Revocation Lists. The associated Certificate Authority certificates should already be imported.

```
void importCRL(
   String[] crls
)
```

### importCertificateAuthority( names, certs ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput

Import new Certificate Authorities.

```
void importCertificateAuthority(
   String[] names
   String[] certs
)
```

### renameCertificateAuthority( names, new_names ) throws InvalidObjectName, ObjectDoesNotExist, ObjectAlreadyExists, InvalidOperation

Rename the named Certificate Authorities.

```
void renameCertificateAuthority(
   String[] names
   String[] new_names
)
```

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## Structures

### Catalog.SSL.CertificateAuthorities.CRL

This structure contains the information about a Certificate Revocation list.

```
struct Catalog.SSL.CertificateAuthorities.CRL  {
   # The time when the CRL was updated
   Time update;

   # The time that the CRL will next be updated.
   Time next_update;

   # The list of revoked certificates
   Catalog.SSL.CertificateAuthorities.RevokedCert[] revoked_certs;
}
```

### Catalog.SSL.CertificateAuthorities.Details

This structure contains the information about a Certificate Authority. It contains both the Certificate, and the list of revoked Certificates contained in the associated CRL.

```
struct Catalog.SSL.CertificateAuthorities.Details  {
   # The Certificate Authority certificate
   Certificate certificate;

   # If set to 'true' then there is an associated CRL, otherwise the CRL
   # structure contains no useful information
   Boolean have_crl;

   # The associated CRL.
   Catalog.SSL.CertificateAuthorities.CRL crl;
}
```

### Catalog.SSL.CertificateAuthorities.RevokedCert

This structure contains the information about a revoked Certificate.

```
struct Catalog.SSL.CertificateAuthorities.RevokedCert  {
   # The serial number of the revoked certificate
   String serial;

   # The time that the certificate was revoked
   Time revocation_date;
}
```

### Certificate

This structure contains information (such as the subject and issuer) about a certificate.

```
struct Certificate  {
   # The version of the X509 Certificate
   Integer version;

   # The serial number of the Certificate
```


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```
   String serial;

   # The issuer (i.e. who signed it) of the Certificate
   X509Name issuer;

   # The subject (i.e. who it is for) of the Certificate
   X509Name subject;

   # The time the certificate is valid from.
   Time valid_from;

   # The time the certificate is valid to.
   Time valid_to;

   # The type of key used in the certificate.
   String key_type;

   # The DSA public key 'y' used in the certificate.
   String y;

   # The first coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_x;

   # The second coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_y;

   # The name of the curve used by the ECDSA key used in the certificate.
   String curve;

   # The RSA modulus of the certificate.
   String modulus;

   # The RSA exponent of the certificate.
   String exponent;

   # Whether the certificate is self-signed (i.e. the issuer is the same as the
   # subject)
   Boolean self_signed;
}
```

### CertificateFiles

This structure contains a public certificate and private key. It is used when importing certificates into the traffic manager.

```
struct CertificateFiles  {
   # The PEM-encoded public certificate (containing the BEGIN CERTIFICATE and
   # END CERTIFICATE tags)
   String public_cert;

   # The PEM-encoded private key (containing the BEGIN RSA PRIVATE KEY and END
   # RSA PRIVATE KEY tags)
   String private_key;
```

```
}
```

### X509Name

This structure contains a representation of an X509 Name object. These are used inside Certificate objects to represent the issuer and subject of the certificate.

```
struct X509Name  {
   # The common name (CN). This is usually the name of the site the certificate
   # is issued to (e.g. "secure.example.com")
   String common_name;

   # The two-letter country code.
   String country;

   # The location (town or city).
   String location;

   # The state, this is only needed if the country is 'US'.
   String state;

   # The name of the organization
   String organization;

   # The unit inside the organization
   String unit;

   # An email address. This is usually empty.
   String email;
}
```

## Catalog.SSL.ClientCertificates

URI: http://soap.zeus.com/zxtm/1.1/Catalog/SSL/ClientCertificates/

The Catalog.SSL.ClientCertificates interface allows management of SSL Client Certificates which are for authentication with back-end nodes when encrypting services. This interfaces allows you to import, retrieve, rename and delete the SSL Client Certificate objects

### Methods

#### deleteClientCertificate( names ) throws ObjectDoesNotExist, InvalidOperation, DeploymentError

Delete the named client certificates.

```
void deleteClientCertificate(
   String[] names
)
```


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### deleteClientCertificateHW( names ) throws ObjectDoesNotExist, InvalidOperation, DeploymentError

Delete the named client certificates even if they are stored on secure hardware and could be in use by other clients of the hardware.

```
void deleteClientCertificateHW(
   String[] names
)
```

### getClientCertificateInfo( names ) throws ObjectDoesNotExist

Get information about the named client certificates.

```
Certificate[] getClientCertificateInfo(
   String[] names
)
```

### getClientCertificateNames()

Get the names of the installed client certificates.

```
String[] getClientCertificateNames()
```

### importClientCertificate( names, keys ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput

Import client certificates and associated private keys.

```
void importClientCertificate(
   String[] names
   CertificateFiles[] keys
)
```

### renameClientCertificate( names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, DeploymentError

Rename the named client certificates.

```
void renameClientCertificate(
   String[] names
   String[] new_names
)
```

## Structures

### Certificate

This structure contains information (such as the subject and issuer) about a certificate.

```
struct Certificate  {
   # The version of the X509 Certificate
   Integer version;

   # The serial number of the Certificate
```

```
   String serial;

   # The issuer (i.e. who signed it) of the Certificate
   X509Name issuer;

   # The subject (i.e. who it is for) of the Certificate
   X509Name subject;

   # The time the certificate is valid from.
   Time valid_from;

   # The time the certificate is valid to.
   Time valid_to;

   # The type of key used in the certificate.
   String key_type;

   # The DSA public key 'y' used in the certificate.
   String y;

   # The first coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_x;

   # The second coordinate of the public key Q for an ECDSA key used in the
   # certificate.
   String Q_y;

   # The name of the curve used by the ECDSA key used in the certificate.
   String curve;

   # The RSA modulus of the certificate.
   String modulus;

   # The RSA exponent of the certificate.
   String exponent;

   # Whether the certificate is self-signed (i.e. the issuer is the same as the
   # subject)
   Boolean self_signed;
}
```

### CertificateFiles

This structure contains a public certificate and private key. It is used when importing certificates into the traffic manager.

```
struct CertificateFiles  {
   # The PEM-encoded public certificate (containing the BEGIN CERTIFICATE and
   # END CERTIFICATE tags)
   String public_cert;

   # The PEM-encoded private key (containing the BEGIN RSA PRIVATE KEY and END
   # RSA PRIVATE KEY tags)
   String private_key;
```


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```
}
```

### X509Name

This structure contains a representation of an X509 Name object. These are used inside Certificate objects to represent the issuer and subject of the certificate.

```
struct X509Name  {
   # The common name (CN). This is usually the name of the site the certificate
   # is issued to (e.g. "secure.example.com")
   String common_name;

   # The two-letter country code.
   String country;

   # The location (town or city).
   String location;

   # The state, this is only needed if the country is 'US'.
   String state;

   # The name of the organization
   String organization;

   # The unit inside the organization
   String unit;

   # An email address. This is usually empty.
   String email;
}
```

## Catalog.SSL.DNSSEC

URI: http://soap.zeus.com/zxtm/1.1/Catalog/SSL/DNSSEC/

The Catalog.SSL.DNSSEC interface allows management of the DNSSEC private keys used to alter signed GLB DNS responses.

### Methods

#### addKeysWithManualIDs( names, keys, ids, algs ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput

Upload a DNSSEC private key to the traffic manager's catalog. Each key string should be the contents of your private key file. The ID of the key is the third set of parameters. The fourth parameter gives the IANA DNSSEC algorithm number for each key, for example RSA/SHA-1 is 5.

```
void addKeysWithManualIDs(
   String[] names
   String[] keys
   Integer[] ids
   Integer[] algs
```

```
)
```

### addStandardKeys( names, keys ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput

Upload a DNSSEC private key to the traffic manager's catalog. Each key string should be the contents of your private key file. The ID of the key and the algorithm will be calculated assuming it is a standard ZSK.

```
void addStandardKeys(
   String[] names
   String[] keys
)
```

### deleteKeys( names ) throws ObjectInUse, ObjectDoesNotExist, DeploymentError

Delete the specified DNSSEC keys.

```
void deleteKeys(
   String[] names
)
```

### getKeyIDs( names ) throws ObjectDoesNotExist

Get the IDs of the specified DNSSEC private keys.

```
Integer[] getKeyIDs(
   String[] names
)
```

### getKeyNames()

Get the names of the installed DNSSEC private keys.

```
String[] getKeyNames()
```

### renameKeys( names, new_names ) throws ObjectDoesNotExist, InvalidInput, InvalidObjectName, ObjectAlreadyExists, DeploymentError

Rename the specified DNSSEC keys.

```
void renameKeys(
   String[] names
   String[] new_names
)
```

## Catalog.Protection

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Protection/

The Catalog.Protection interface allows management of Service Protection classes. Using this interface, you can create, delete and rename Protection classes, and manage their configuration.


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## Methods

### addAllowedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new IP addresses and CIDR IP subnets to the list of machines that are always allowed access.

```
void addAllowedAddresses(
   String[] class_names
   String[][] values
)
```

### addAllowedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new IP addresses and CIDR IP subnets to the list of machines that are always allowed access. This is a location specific function, any action will operate on the specified location.

```
void addAllowedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### addBannedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new IP addresses and CIDR IP subnets to the list of machines that aren't allowed access.

```
void addBannedAddresses(
   String[] class_names
   String[][] values
)
```

### addBannedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new IP addresses and CIDR IP subnets to the list of machines that aren't allowed access. This is a location specific function, any action will operate on the specified location.

```
void addBannedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### addProtection( class_names ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError

Add new Protection classes.

```
void addProtection(
   String[] class_names
)
```

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### copyProtection( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Copy the named Protection classes.

```
void copyProtection(
   String[] class_names
   String[] new_names
)
```

### deleteProtection( class_names ) throws ObjectInUse, ObjectDoesNotExist, DeploymentError

Delete the named Protection classes.

```
void deleteProtection(
   String[] class_names
)
```

### getAllowedAddresses( class_names ) throws ObjectDoesNotExist

Get the list of IP addresses and CIDR IP subnets that are always allowed access.

```
String[][] getAllowedAddresses(
   String[] class_names
)
```

### getAllowedAddressesByLocation( location, class_names ) throws ObjectDoesNotExist

Get the list of IP addresses and CIDR IP subnets that are always allowed access. This is a location specific function, any action will operate on the specified location.

```
String[][] getAllowedAddressesByLocation(
   String location
   String[] class_names
)
```

### getBannedAddresses( class_names ) throws ObjectDoesNotExist

Get the list of IP addresses and CIDR IP subnets that aren't allowed access.

```
String[][] getBannedAddresses(
   String[] class_names
)
```

### getBannedAddressesByLocation( location, class_names ) throws ObjectDoesNotExist

Get the list of IP addresses and CIDR IP subnets that aren't allowed access. This is a location specific function, any action will operate on the specified location.

```
String[][] getBannedAddressesByLocation(
   String location
   String[] class_names
)
```


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### getDebug( class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are in debug mode. When in debug mode, verbose log messages are written.

```
Boolean[] getDebug(
   String[] class_names
)
```

### getDebugByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are in debug mode. When in debug mode, verbose log messages are written. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getDebugByLocation(
   String location
   String[] class_names
)
```

### getEnabled( class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are enabled.

```
Boolean[] getEnabled(
   String[] class_names
)
```

### getEnabledByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getEnabledByLocation(
   String location
   String[] class_names
)
```

### getHTTPCheckRfc2396( class_names ) throws ObjectDoesNotExist

Get whether requests with poorly-formed URLs (as specified in RFC 2396) should be rejected.

```
Boolean[] getHTTPCheckRfc2396(
   String[] class_names
)
```

### getHTTPCheckRfc2396ByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether requests with poorly-formed URLs (as specified in RFC 2396) should be rejected. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHTTPCheckRfc2396ByLocation(
   String location
   String[] class_names
)
```

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### getHTTPRejectBinary( class_names ) throws ObjectDoesNotExist

Get whether requests containing binary data (after decoding) should be rejected.

```
Boolean[] getHTTPRejectBinary(
   String[] class_names
)
```

### getHTTPRejectBinaryByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether requests containing binary data (after decoding) should be rejected. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHTTPRejectBinaryByLocation(
   String location
   String[] class_names
)
```

### getHTTPSendErrorPage( class_names ) throws ObjectDoesNotExist

Get whether an HTTP error message should be sent when a connection is dropped, rather than just dropping the connection.

```
Boolean[] getHTTPSendErrorPage(
   String[] class_names
)
```

### getHTTPSendErrorPageByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether an HTTP error message should be sent when a connection is dropped, rather than just dropping the connection. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getHTTPSendErrorPageByLocation(
   String location
   String[] class_names
)
```

### getLogInterval( class_names ) throws ObjectDoesNotExist

Get the interval between logging service protection messages (in seconds).

```
Unsigned Integer[] getLogInterval(
   String[] class_names
)
```

### getLogIntervalByLocation( location, class_names ) throws ObjectDoesNotExist

Get the interval between logging service protection messages (in seconds). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getLogIntervalByLocation(
   String location
   String[] class_names
)
```


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### getMax10Connections( class_names ) throws ObjectDoesNotExist

Get the maximum number of concurrent connections allowed from the 10 busiest IP addresses.

```
Unsigned Integer[] getMax10Connections(
   String[] class_names
)
```

### getMax10ConnectionsByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum number of concurrent connections allowed from the 10 busiest IP addresses. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMax10ConnectionsByLocation(
   String location
   String[] class_names
)
```

### getMax1Connections( class_names ) throws ObjectDoesNotExist

Get the maximum number of concurrent connections allowed from an individual IP address (0 means unlimited).

```
Unsigned Integer[] getMax1Connections(
   String[] class_names
)
```

### getMax1ConnectionsByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum number of concurrent connections allowed from an individual IP address (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMax1ConnectionsByLocation(
   String location
   String[] class_names
)
```

### getMaxConnectionRate( class_names ) throws ObjectDoesNotExist

Get the maximum number of connections and HTTP keepalive requests allowed from 1 IP address in the 'rate_timer' interval (0 means unlimited).

```
Unsigned Integer[] getMaxConnectionRate(
   String[] class_names
)
```

### getMaxConnectionRateByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum number of connections and HTTP keepalive requests allowed from 1 IP address in the 'rate_timer' interval (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxConnectionRateByLocation(
   String location
   String[] class_names
```

```
)
```

### getMaxHTTPBodyLength( class_names ) throws ObjectDoesNotExist

Get the maximum size of the HTTP request body data (in bytes, 0 means no limit).

```
Unsigned Integer[] getMaxHTTPBodyLength(
   String[] class_names
)
```

### getMaxHTTPBodyLengthByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum size of the HTTP request body data (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxHTTPBodyLengthByLocation(
   String location
   String[] class_names
)
```

### getMaxHTTPHeaderLength( class_names ) throws ObjectDoesNotExist

Get the maximum size of a single HTTP request header (in bytes, 0 means no limit).

```
Unsigned Integer[] getMaxHTTPHeaderLength(
   String[] class_names
)
```

### getMaxHTTPHeaderLengthByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum size of a single HTTP request header (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxHTTPHeaderLengthByLocation(
   String location
   String[] class_names
)
```

### getMaxHTTPRequestLength( class_names ) throws ObjectDoesNotExist

Get the maximum size of all the HTTP request headers (in bytes, 0 means no limit).

```
Unsigned Integer[] getMaxHTTPRequestLength(
   String[] class_names
)
```

### getMaxHTTPRequestLengthByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum size of all the HTTP request headers (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxHTTPRequestLengthByLocation(
   String location
   String[] class_names
)
```


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### getMaxHTTPURLLength( class_names ) throws ObjectDoesNotExist

Get the maximum size of the request URL (in bytes, 0 means no limit).

```
Unsigned Integer[] getMaxHTTPURLLength(
   String[] class_names
)
```

### getMaxHTTPURLLengthByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum size of the request URL (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxHTTPURLLengthByLocation(
   String location
   String[] class_names
)
```

### getMinConnections( class_names ) throws ObjectDoesNotExist

Get the number of concurrent connections that are always allowed from each IP address (0 means unlimited).

```
Unsigned Integer[] getMinConnections(
   String[] class_names
)
```

### getMinConnectionsByLocation( location, class_names ) throws ObjectDoesNotExist

Get the number of concurrent connections that are always allowed from each IP address (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMinConnectionsByLocation(
   String location
   String[] class_names
)
```

### getNote( class_names ) throws ObjectDoesNotExist

Get the note for each of the named Protection classes

```
String[] getNote(
   String[] class_names
)
```

### getPerProcessConnectionCount( class_names ) throws ObjectDoesNotExist

Get whether or not each process within a Traffic Manager counts connections independently, when limiting the maximum concurrent connections allowed from one IP address.

```
Boolean[] getPerProcessConnectionCount(
   String[] class_names
)
```

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### getPerProcessConnectionCountByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether or not each process within a Traffic Manager counts connections independently, when limiting the maximum concurrent connections allowed from one IP address. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getPerProcessConnectionCountByLocation(
   String location
   String[] class_names
)
```

### getProtectionNames()

Get the names of all the configured Protection classes.

```
String[] getProtectionNames()
```

### getRateTimer( class_names ) throws ObjectDoesNotExist

Get how frequently the max_connection_rate is assessed. For example, a value of 1 second will impose a limit of max connections/second; a value of 60 will impose a limit of max connections/minute controlling how our connection rates are calculated. The valid range is 1-99999 seconds.

```
Unsigned Integer[] getRateTimer(
   String[] class_names
)
```

### getRateTimerByLocation( location, class_names ) throws ObjectDoesNotExist

Get how frequently the max_connection_rate is assessed. For example, a value of 1 second will impose a limit of max connections/second; a value of 60 will impose a limit of max connections/minute controlling how our connection rates are calculated. The valid range is 1-99999 seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getRateTimerByLocation(
   String location
   String[] class_names
)
```

### getRule( class_names ) throws ObjectDoesNotExist

Get the TrafficScript rule to be applied to all connections.

```
String[] getRule(
   String[] class_names
)
```

### getRuleByLocation( location, class_names ) throws ObjectDoesNotExist

Get the TrafficScript rule to be applied to all connections. This is a location specific function, any action will operate on the specified location.

```
String[] getRuleByLocation(
```


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```
   String location
   String[] class_names
)
```

### getTesting( class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are in testing mode. When in testing mode the class logs when a connection would be dropped, but it allows all connections through.

```
Boolean[] getTesting(
   String[] class_names
)
```

### getTestingByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether the service protection classes are in testing mode. When in testing mode the class logs when a connection would be dropped, but it allows all connections through. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTestingByLocation(
   String location
   String[] class_names
)
```

### removeAllowedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Remove IP addresses and CIDR IP subnets from the list of machines that are always allowed access.

```
void removeAllowedAddresses(
   String[] class_names
   String[][] values
)
```

### removeAllowedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Remove IP addresses and CIDR IP subnets from the list of machines that are always allowed access. This is a location specific function, any action will operate on the specified location.

```
void removeAllowedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### removeBannedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Remove IP addresses and CIDR IP subnets from the list of machines that aren't allowed access.

```
void removeBannedAddresses(
   String[] class_names
   String[][] values
)
```

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### removeBannedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Remove IP addresses and CIDR IP subnets from the list of machines that aren't allowed access. This is a location specific function, any action will operate on the specified location.

```
void removeBannedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### renameProtection( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename the named Protection classes.

```
void renameProtection(
   String[] class_names
   String[] new_names
)
```

### setAllowedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the list of IP addresses and CIDR IP subnets that are always allowed access.

```
void setAllowedAddresses(
   String[] class_names
   String[][] values
)
```

### setAllowedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the list of IP addresses and CIDR IP subnets that are always allowed access. This is a location specific function, any action will operate on the specified location.

```
void setAllowedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### setBannedAddresses( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the list of IP addresses and CIDR IP subnets that aren't allowed access.

```
void setBannedAddresses(
   String[] class_names
   String[][] values
)
```


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### setBannedAddressesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the list of IP addresses and CIDR IP subnets that aren't allowed access. This is a location specific function, any action will operate on the specified location.

```
void setBannedAddressesByLocation(
   String location
   String[] class_names
   String[][] values
)
```

### setDebug( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are in debug mode. When in debug mode, verbose log messages are written.

```
void setDebug(
   String[] class_names
   Boolean[] values
)
```

### setDebugByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are in debug mode. When in debug mode, verbose log messages are written. This is a location specific function, any action will operate on the specified location.

```
void setDebugByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setEnabled( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are enabled.

```
void setEnabled(
   String[] class_names
   Boolean[] values
)
```

### setEnabledByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are enabled. This is a location specific function, any action will operate on the specified location.

```
void setEnabledByLocation(
   String location
   String[] class_names
```

```
   Boolean[] values
)
```

### setHTTPCheckRfc2396( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether requests with poorly-formed URLs (as specified in RFC 2396) should be rejected.

```
void setHTTPCheckRfc2396(
   String[] class_names
   Boolean[] values
)
```

### setHTTPCheckRfc2396ByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether requests with poorly-formed URLs (as specified in RFC 2396) should be rejected. This is a location specific function, any action will operate on the specified location.

```
void setHTTPCheckRfc2396ByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setHTTPRejectBinary( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether requests containing binary data (after decoding) should be rejected.

```
void setHTTPRejectBinary(
   String[] class_names
   Boolean[] values
)
```

### setHTTPRejectBinaryByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether requests containing binary data (after decoding) should be rejected. This is a location specific function, any action will operate on the specified location.

```
void setHTTPRejectBinaryByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setHTTPSendErrorPage( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether an HTTP error message should be sent when a connection is dropped, rather than just dropping the connection.

```
void setHTTPSendErrorPage(
   String[] class_names
```


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```
   Boolean[] values
)
```

### setHTTPSendErrorPageByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether an HTTP error message should be sent when a connection is dropped, rather than just dropping the connection. This is a location specific function, any action will operate on the specified location.

```
void setHTTPSendErrorPageByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setLogInterval( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the interval between logging service protection messages (in seconds).

```
void setLogInterval(
   String[] class_names
   Unsigned Integer[] values
)
```

### setLogIntervalByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the interval between logging service protection messages (in seconds). This is a location specific function, any action will operate on the specified location.

```
void setLogIntervalByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMax10Connections( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of concurrent connections allowed from the 10 busiest IP addresses.

```
void setMax10Connections(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMax10ConnectionsByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of concurrent connections allowed from the 10 busiest IP addresses. This is a location specific function, any action will operate on the specified location.

```
void setMax10ConnectionsByLocation(
   String location
```

```
   String[] class_names
   Unsigned Integer[] values
)
```

### setMax1Connections( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of concurrent connections allowed from an individual IP address (0 means unlimited).

```
void setMax1Connections(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMax1ConnectionsByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of concurrent connections allowed from an individual IP address (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
void setMax1ConnectionsByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxConnectionRate( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of connections and HTTP keepalive requests allowed from 1 IP address in the 'rate_timer' interval (0 means unlimited).

```
void setMaxConnectionRate(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxConnectionRateByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum number of connections and HTTP keepalive requests allowed from 1 IP address in the 'rate_timer' interval (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
void setMaxConnectionRateByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```


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### setMaxHTTPBodyLength( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of the HTTP request body data (in bytes, 0 means no limit).

```
void setMaxHTTPBodyLength(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPBodyLengthByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of the HTTP request body data (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
void setMaxHTTPBodyLengthByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPHeaderLength( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of a single HTTP request header (in bytes, 0 means no limit).

```
void setMaxHTTPHeaderLength(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPHeaderLengthByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of a single HTTP request header (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
void setMaxHTTPHeaderLengthByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPRequestLength( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of all the HTTP request headers (in bytes, 0 means no limit).

```
void setMaxHTTPRequestLength(
   String[] class_names
   Unsigned Integer[] values
)
```

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### setMaxHTTPRequestLengthByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of all the HTTP request headers (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
void setMaxHTTPRequestLengthByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPURLLength( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of the request URL (in bytes, 0 means no limit).

```
void setMaxHTTPURLLength(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxHTTPURLLengthByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the maximum size of the request URL (in bytes, 0 means no limit). This is a location specific function, any action will operate on the specified location.

```
void setMaxHTTPURLLengthByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setMinConnections( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the number of concurrent connections that are always allowed from each IP address (0 means unlimited).

```
void setMinConnections(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMinConnectionsByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the number of concurrent connections that are always allowed from each IP address (0 means unlimited). This is a location specific function, any action will operate on the specified location.

```
void setMinConnectionsByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```


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### setNote( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the note for each of the named Protection classes

```
void setNote(
   String[] class_names
   String[] values
)
```

### setPerProcessConnectionCount( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether or not each process within a Traffic Manager counts connections independently, when limiting the maximum concurrent connections allowed from one IP address.

```
void setPerProcessConnectionCount(
   String[] class_names
   Boolean[] values
)
```

### setPerProcessConnectionCountByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether or not each process within a Traffic Manager counts connections independently, when limiting the maximum concurrent connections allowed from one IP address. This is a location specific function, any action will operate on the specified location.

```
void setPerProcessConnectionCountByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setRateTimer( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set how frequently the max_connection_rate is assessed. For example, a value of 1 second will impose a limit of max connections/second; a value of 60 will impose a limit of max connections/minute controlling how our connection rates are calculated. The valid range is 1-99999 seconds.

```
void setRateTimer(
   String[] class_names
   Unsigned Integer[] values
)
```

### setRateTimerByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set how frequently the max_connection_rate is assessed. For example, a value of 1 second will impose a limit of max connections/second; a value of 60 will impose a limit of max connections/minute controlling how our connection rates are calculated. The valid range is 1-99999 seconds. This is a location specific function, any action will operate on the specified location.

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```
void setRateTimerByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setRule( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the TrafficScript rule to be applied to all connections.

```
void setRule(
   String[] class_names
   String[] values
)
```

### setRuleByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the TrafficScript rule to be applied to all connections. This is a location specific function, any action will operate on the specified location.

```
void setRuleByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setTesting( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are in testing mode. When in testing mode the class logs when a connection would be dropped, but it allows all connections through.

```
void setTesting(
   String[] class_names
   Boolean[] values
)
```

### setTestingByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the service protection classes are in testing mode. When in testing mode the class logs when a connection would be dropped, but it allows all connections through. This is a location specific function, any action will operate on the specified location.

```
void setTestingByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```


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# Catalog.Persistence

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Persistence/

The Catalog.Persistence interface allows management of Persistence classes. Using this interface, you can create, delete and rename persistence classes, and manage their configuration.

## Methods

### addPersistence( class_names ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError

Add new persistence classes.

```
void addPersistence(
   String[] class_names
)
```

### copyPersistence( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Copy the named persistence classes.

```
void copyPersistence(
   String[] class_names
   String[] new_names
)
```

### deletePersistence( class_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Delete the named persistence classes.

```
void deletePersistence(
   String[] class_names
)
```

### getCookie( class_names ) throws ObjectDoesNotExist

Get the name of the cookie used to track session persistence.

```
String[] getCookie(
   String[] class_names
)
```

### getCookieByLocation( location, class_names ) throws ObjectDoesNotExist

Get the name of the cookie used to track session persistence. This is a location specific function, any action will operate on the specified location.

```
String[] getCookieByLocation(
   String location
   String[] class_names
)
```

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### getDelete( class_names ) throws ObjectDoesNotExist

Get whether the session should be deleted if a failure occurs.

```
Boolean[] getDelete(
   String[] class_names
)
```

### getDeleteByLocation( location, class_names ) throws ObjectDoesNotExist

Get whether the session should be deleted if a failure occurs. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getDeleteByLocation(
   String location
   String[] class_names
)
```

### getFailureMode( class_names ) throws ObjectDoesNotExist

Get the action that should be taken if the session data is invalid or the node specified cannot be contacted.

```
Catalog.Persistence.FailureMode[] getFailureMode(
   String[] class_names
)
```

### getFailureModeByLocation( location, class_names ) throws ObjectDoesNotExist

Get the action that should be taken if the session data is invalid or the node specified cannot be contacted. This is a location specific function, any action will operate on the specified location.

```
Catalog.Persistence.FailureMode[] getFailureModeByLocation(
   String location
   String[] class_names
)
```

### getNote( class_names ) throws ObjectDoesNotExist

Get the note for each of the named Session Persistence classes.

```
String[] getNote(
   String[] class_names
)
```

### getPersistenceNames()

Get the names of all the configured persistence classes.

```
String[] getPersistenceNames()
```

### getSubnetPrefixLengthV4( class_names ) throws ObjectDoesNotExist

Get when using IP-based session persistence, ensure all requests from this IPv4 subnet, specified as a prefix length, are sent to the same node.

```
Integer[] getSubnetPrefixLengthV4(
```


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```
   String[] class_names
)
```

### getSubnetPrefixLengthV4ByLocation( location, class_names ) throws ObjectDoesNotExist

Get when using IP-based session persistence, ensure all requests from this IPv4 subnet, specified as a prefix length, are sent to the same node. This is a location specific function, any action will operate on the specified location.

```
Integer[] getSubnetPrefixLengthV4ByLocation(
   String location
   String[] class_names
)
```

### getSubnetPrefixLengthV6( class_names ) throws ObjectDoesNotExist

Get when using IP-based session persistence, ensure all requests from this IPv6 subnet, specified as a prefix length, are sent to the same node.

```
Integer[] getSubnetPrefixLengthV6(
   String[] class_names
)
```

### getSubnetPrefixLengthV6ByLocation( location, class_names ) throws ObjectDoesNotExist

Get when using IP-based session persistence, ensure all requests from this IPv6 subnet, specified as a prefix length, are sent to the same node. This is a location specific function, any action will operate on the specified location.

```
Integer[] getSubnetPrefixLengthV6ByLocation(
   String location
   String[] class_names
)
```

### getTransparentAlwaysSetCookie( class_names ) throws ObjectDoesNotExist

Get when using transparent session affinity, whether or not to insert the cookie in every response

```
Boolean[] getTransparentAlwaysSetCookie(
   String[] class_names
)
```

### getTransparentAlwaysSetCookieByLocation( location, class_names ) throws ObjectDoesNotExist

Get when using transparent session affinity, whether or not to insert the cookie in every response This is a location specific function, any action will operate on the specified location.

```
Boolean[] getTransparentAlwaysSetCookieByLocation(
   String location
   String[] class_names
)
```

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### getTransparentDirectives( class_names ) throws ObjectDoesNotExist

Get when using transparent session affinity, the directives to include when the cookie is sent

```
String[] getTransparentDirectives(
   String[] class_names
)
```

### getTransparentDirectivesByLocation( location, class_names ) throws ObjectDoesNotExist

Get when using transparent session affinity, the directives to include when the cookie is sent This is a location specific function, any action will operate on the specified location.

```
String[] getTransparentDirectivesByLocation(
   String location
   String[] class_names
)
```

### getType( class_names ) throws ObjectDoesNotExist

Gets the session method type.

```
Catalog.Persistence.Type[] getType(
   String[] class_names
)
```

### getTypeByLocation( location, class_names ) throws ObjectDoesNotExist

Gets the session method type. This is a location specific function, any action will operate on the specified location.

```
Catalog.Persistence.Type[] getTypeByLocation(
   String location
   String[] class_names
)
```

### getUrl( class_names ) throws ObjectDoesNotExist

Get the URL to send to clients if the session persistence is configured to redirect users when a node dies.

```
String[] getUrl(
   String[] class_names
)
```

### getUrlByLocation( location, class_names ) throws ObjectDoesNotExist

Get the URL to send to clients if the session persistence is configured to redirect users when a node dies. This is a location specific function, any action will operate on the specified location.

```
String[] getUrlByLocation(
   String location
   String[] class_names
)
```


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### renamePersistence( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename the named persistence classes.

```
void renamePersistence(
   String[] class_names
   String[] new_names
)
```

### setCookie( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the name of the cookie used to track session persistence.

```
void setCookie(
   String[] class_names
   String[] values
)
```

### setCookieByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the name of the cookie used to track session persistence. This is a location specific function, any action will operate on the specified location.

```
void setCookieByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setDelete( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the session should be deleted if a failure occurs.

```
void setDelete(
   String[] class_names
   Boolean[] values
)
```

### setDeleteByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set whether the session should be deleted if a failure occurs. This is a location specific function, any action will operate on the specified location.

```
void setDeleteByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

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### setFailureMode( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the action that should be taken if the session data is invalid or the node specified cannot be contacted.

```
void setFailureMode(
   String[] class_names
   Catalog.Persistence.FailureMode[] values
)
```

### setFailureModeByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the action that should be taken if the session data is invalid or the node specified cannot be contacted. This is a location specific function, any action will operate on the specified location.

```
void setFailureModeByLocation(
   String location
   String[] class_names
   Catalog.Persistence.FailureMode[] values
)
```

### setNote( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the note for each of the named Session Persistence classes.

```
void setNote(
   String[] class_names
   String[] values
)
```

### setSubnetPrefixLengthV4( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using IP-based session persistence, ensure all requests from this IPv4 subnet, specified as a prefix length, are sent to the same node.

```
void setSubnetPrefixLengthV4(
   String[] class_names
   Integer[] values
)
```

### setSubnetPrefixLengthV4ByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using IP-based session persistence, ensure all requests from this IPv4 subnet, specified as a prefix length, are sent to the same node. This is a location specific function, any action will operate on the specified location.

```
void setSubnetPrefixLengthV4ByLocation(
   String location
   String[] class_names
   Integer[] values
)
```


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### setSubnetPrefixLengthV6( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using IP-based session persistence, ensure all requests from this IPv6 subnet, specified as a prefix length, are sent to the same node.

```
void setSubnetPrefixLengthV6(
   String[] class_names
   Integer[] values
)
```

### setSubnetPrefixLengthV6ByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using IP-based session persistence, ensure all requests from this IPv6 subnet, specified as a prefix length, are sent to the same node. This is a location specific function, any action will operate on the specified location.

```
void setSubnetPrefixLengthV6ByLocation(
   String location
   String[] class_names
   Integer[] values
)
```

### setTransparentAlwaysSetCookie( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using transparent session affinity, whether or not to insert the cookie in every response

```
void setTransparentAlwaysSetCookie(
   String[] class_names
   Boolean[] values
)
```

### setTransparentAlwaysSetCookieByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using transparent session affinity, whether or not to insert the cookie in every response This is a location specific function, any action will operate on the specified location.

```
void setTransparentAlwaysSetCookieByLocation(
   String location
   String[] class_names
   Boolean[] values
)
```

### setTransparentDirectives( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using transparent session affinity, the directives to include when the cookie is sent

```
void setTransparentDirectives(
   String[] class_names
   String[] values
```

```
)
```

### setTransparentDirectivesByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set when using transparent session affinity, the directives to include when the cookie is sent This is a location specific function, any action will operate on the specified location.

```
void setTransparentDirectivesByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setType( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Sets the session method type.

```
void setType(
   String[] class_names
   Catalog.Persistence.Type[] values
)
```

### setTypeByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Sets the session method type. This is a location specific function, any action will operate on the specified location.

```
void setTypeByLocation(
   String location
   String[] class_names
   Catalog.Persistence.Type[] values
)
```

### setUrl( class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the URL to send to clients if the session persistence is configured to redirect users when a node dies.

```
void setUrl(
   String[] class_names
   String[] values
)
```

### setUrlByLocation( location, class_names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Set the URL to send to clients if the session persistence is configured to redirect users when a node dies. This is a location specific function, any action will operate on the specified location.

```
void setUrlByLocation(
   String location
   String[] class_names
   String[] values
)
```


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## Enumerations

### Catalog.Persistence.FailureMode

```
enum Catalog.Persistence.FailureMode {
   # Choose a new node to use
   newnode,

   # Redirect the user to a given URL
   url,

   # Close the connection (using error_file on Virtual Servers > Edit > Protocol
   # Settings)
   close
}
```

### Catalog.Persistence.Type

```
enum Catalog.Persistence.Type {
   # IP-based persistence
   ip,

   # Universal session persistence
   universal,

   # Named Node session persistence
   named,

   # Transparent session affinity
   transparent,

   # Monitor application cookies
   monitor-cookies,

   # J2EE session persistence
   j2ee,

   # ASP and ASP.NET session persistence
   asp,

   # X-Zeus-Backend cookies
   x-zeus,

   # SSL Session ID persistence
   ssl,

   # Deprecated. Use 'monitor-cookies' instead.
   kipper,

   # Deprecated. Use 'transparent' instead.
   sardine
}
```

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# Catalog.Bandwidth

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Bandwidth/

The Catalog.Bandwidth interface allows management of Bandwidth classes. Using this interface, you can create, delete and rename bandwidth classes, and manage their configuration.

## Methods

### addBandwidth( class_names ) throws InvalidOperation, ObjectAlreadyExists, InvalidObjectName, LicenseError, DeploymentError

Add new bandwidth classes.

```
void addBandwidth(
   String[] class_names
)
```

### copyBandwidth( class_names, new_names ) throws InvalidOperation, ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, LicenseError

Copy the named bandwidth classes.

```
void copyBandwidth(
   String[] class_names
   String[] new_names
)
```

### deleteBandwidth( class_names ) throws ObjectDoesNotExist, ObjectInUse, LicenseError, DeploymentError

Delete the named bandwidth classes.

```
void deleteBandwidth(
   String[] class_names
)
```

### getBandwidthNames() throws LicenseError

Get the names of all the configured bandwidth classes.

```
String[] getBandwidthNames()
```

### getMaximum( class_names ) throws ObjectDoesNotExist, LicenseError

Get the maximum bandwidth, in kbits/second.

```
Unsigned Integer[] getMaximum(
   String[] class_names
)
```


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### getMaximumByLocation( location, class_names ) throws ObjectDoesNotExist, LicenseError

Get the maximum bandwidth, in kbits/second. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaximumByLocation(
   String location
   String[] class_names
)
```

### getNote( class_names ) throws ObjectDoesNotExist, LicenseError

Get the note for each of the named Bandwidth classes.

```
String[] getNote(
   String[] class_names
)
```

### getSharing( class_names ) throws ObjectDoesNotExist, LicenseError

Get the bandwidth sharing mode

```
Catalog.Bandwidth.Sharing[] getSharing(
   String[] class_names
)
```

### getSharingByLocation( location, class_names ) throws ObjectDoesNotExist, LicenseError

Get the bandwidth sharing mode This is a location specific function, any action will operate on the specified location.

```
Catalog.Bandwidth.Sharing[] getSharingByLocation(
   String location
   String[] class_names
)
```

### renameBandwidth( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation, LicenseError

Rename the named bandwidth classes.

```
void renameBandwidth(
   String[] class_names
   String[] new_names
)
```

### setMaximum( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the maximum bandwidth, in kbits/second.

```
void setMaximum(
   String[] class_names
   Unsigned Integer[] values
```

```
)
```

### setMaximumByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the maximum bandwidth, in kbits/second. This is a location specific function, any action will operate on the specified location.

```
void setMaximumByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setNote( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the note for each of the named Bandwidth classes.

```
void setNote(
   String[] class_names
   String[] values
)
```

### setSharing( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the bandwidth sharing mode

```
void setSharing(
   String[] class_names
   Catalog.Bandwidth.Sharing[] values
)
```

### setSharingByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the bandwidth sharing mode This is a location specific function, any action will operate on the specified location.

```
void setSharingByLocation(
   String location
   String[] class_names
   Catalog.Bandwidth.Sharing[] values
)
```

## Enumerations

### Catalog.Bandwidth.Sharing

```
enum Catalog.Bandwidth.Sharing {
   # Each connection can use the maximum rate
   connection,
```


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```
   # Bandwidth is shared per traffic manager
   machine,

   # Bandwidth is shared across all traffic managers
   cluster
}
```

# Catalog.SLM

URI: http://soap.zeus.com/zxtm/1.0/Catalog/SLM/

The Catalog.SLM interface allows management of Service Level Monitoring classes. Using this interface, you can create, delete and rename SLM classes, and manage their configuration.

## Methods

### addSLM( class_names ) throws InvalidObjectName, ObjectAlreadyExists, DeploymentError, LicenseError

Add new SLM classes.

```
void addSLM(
   String[] class_names
)
```

### copySLM( class_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError, LicenseError

Copy the named SLM classes.

```
void copySLM(
   String[] class_names
   String[] new_names
)
```

### deleteSLM( class_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, LicenseError

Delete the named SLM classes.

```
void deleteSLM(
   String[] class_names
)
```

### getNote( class_names ) throws ObjectDoesNotExist, LicenseError

Get the note for each of the named SLM classes.

```
String[] getNote(
   String[] class_names
)
```

### getResponseTime( class_names ) throws ObjectDoesNotExist, LicenseError

Get the time limit for a response to conform (in milliseconds).

```
Unsigned Integer[] getResponseTime(
   String[] class_names
)
```

### getResponseTimeByLocation( location, class_names ) throws ObjectDoesNotExist, LicenseError

Get the time limit for a response to conform (in milliseconds). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getResponseTimeByLocation(
   String location
   String[] class_names
)
```

### getSLMNames() throws LicenseError

Get the names of all the configured SLM classes.

```
String[] getSLMNames()
```

### getSeriousThreshold( class_names ) throws ObjectDoesNotExist, LicenseError

Get the percentage of conforming responses below which a serious error will be emitted.

```
Unsigned Integer[] getSeriousThreshold(
   String[] class_names
)
```

### getSeriousThresholdByLocation( location, class_names ) throws ObjectDoesNotExist, LicenseError

Get the percentage of conforming responses below which a serious error will be emitted. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSeriousThresholdByLocation(
   String location
   String[] class_names
)
```

### getWarningThreshold( class_names ) throws ObjectDoesNotExist, LicenseError

Get the percentage of conforming responses below which a warning message will be triggered.

```
Unsigned Integer[] getWarningThreshold(
   String[] class_names
)
```


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### getWarningThresholdByLocation( location, class_names ) throws ObjectDoesNotExist, LicenseError

Get the percentage of conforming responses below which a warning message will be triggered. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getWarningThresholdByLocation(
   String location
   String[] class_names
)
```

### renameSLM( class_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError, LicenseError

Rename the named SLM classes.

```
void renameSLM(
   String[] class_names
   String[] new_names
)
```

### setNote( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the note for each of the named SLM classes.

```
void setNote(
   String[] class_names
   String[] values
)
```

### setResponseTime( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the time limit for a response to conform (in milliseconds).

```
void setResponseTime(
   String[] class_names
   Unsigned Integer[] values
)
```

### setResponseTimeByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the time limit for a response to conform (in milliseconds). This is a location specific function, any action will operate on the specified location.

```
void setResponseTimeByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

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### setSeriousThreshold( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the percentage of conforming responses below which a serious error will be emitted.

```
void setSeriousThreshold(
   String[] class_names
   Unsigned Integer[] values
)
```

### setSeriousThresholdByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the percentage of conforming responses below which a serious error will be emitted. This is a location specific function, any action will operate on the specified location.

```
void setSeriousThresholdByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setWarningThreshold( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the percentage of conforming responses below which a warning message will be triggered.

```
void setWarningThreshold(
   String[] class_names
   Unsigned Integer[] values
)
```

### setWarningThresholdByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the percentage of conforming responses below which a warning message will be triggered. This is a location specific function, any action will operate on the specified location.

```
void setWarningThresholdByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

## Catalog.Rate

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Rate/

The Catalog.Rate interface allows management of Rate classes. Using this interface, you can create, delete and rename rate classes, and manage their configuration.


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## Methods

### addRate( class_names ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError

Add new rate classes.

```
void addRate(
   String[] class_names
)
```

### copyRate( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Copy the named rate classes.

```
void copyRate(
   String[] class_names
   String[] new_names
)
```

### deleteRate( class_names ) throws ObjectInUse, ObjectDoesNotExist, DeploymentError

Delete the named rate classes.

```
void deleteRate(
   String[] class_names
)
```

### getMaxRatePerMinute( class_names ) throws ObjectDoesNotExist

Get the maximum rate at which requests are allowed to be processed, in requests per minute.

```
Unsigned Integer[] getMaxRatePerMinute(
   String[] class_names
)
```

### getMaxRatePerMinuteByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum rate at which requests are allowed to be processed, in requests per minute. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxRatePerMinuteByLocation(
   String location
   String[] class_names
)
```

### getMaxRatePerSecond( class_names ) throws ObjectDoesNotExist

Get the maximum rate at which requests are allowed to be processed, in requests per second.

```
Unsigned Integer[] getMaxRatePerSecond(
   String[] class_names
)
```

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### getMaxRatePerSecondByLocation( location, class_names ) throws ObjectDoesNotExist

Get the maximum rate at which requests are allowed to be processed, in requests per second. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getMaxRatePerSecondByLocation(
   String location
   String[] class_names
)
```

### getNote( class_names ) throws ObjectDoesNotExist

Get the note for each of the named Rate classes.

```
String[] getNote(
   String[] class_names
)
```

### getRateNames()

Get the names of all the configured rate classes.

```
String[] getRateNames()
```

### renameRate( class_names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename the named rate classes.

```
void renameRate(
   String[] class_names
   String[] new_names
)
```

### setMaxRatePerMinute( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum rate at which requests are allowed to be processed, in requests per minute.

```
void setMaxRatePerMinute(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxRatePerMinuteByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum rate at which requests are allowed to be processed, in requests per minute. This is a location specific function, any action will operate on the specified location.

```
void setMaxRatePerMinuteByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```


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### setMaxRatePerSecond( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum rate at which requests are allowed to be processed, in requests per second.

```
void setMaxRatePerSecond(
   String[] class_names
   Unsigned Integer[] values
)
```

### setMaxRatePerSecondByLocation( location, class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the maximum rate at which requests are allowed to be processed, in requests per second. This is a location specific function, any action will operate on the specified location.

```
void setMaxRatePerSecondByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setNote( class_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the note for each of the named Rate classes.

```
void setNote(
   String[] class_names
   String[] values
)
```

## Catalog.JavaExtension

URI: http://soap.zeus.com/zxtm/1.0/Catalog/JavaExtension/

The Catalog.JavaExtension interface allows management of Java Extensions. Using this interface you can retrieve information on each extension in the system, and set the initialisation properties to alter their behaviour.

## Methods

### addProperties( class_names, properties ) throws LicenseError, ObjectDoesNotExist, InvalidInput

Adds initialisation properties for each of the specified extensions.

```
void addProperties(
   String[] class_names
   Catalog.JavaExtension.Property[][] properties
)
```

### deleteJavaExtensionFile( names ) throws LicenseError, ObjectDoesNotExist, ObjectInUse

Delete the named Java Extension files.

```
void deleteJavaExtensionFile(
   String[] names
)
```

### downloadJavaExtensionFile( name ) throws LicenseError, ObjectDoesNotExist

Download the named Java Extension File.

```
Binary Data downloadJavaExtensionFile(
   String name
)
```

### editProperties( class_names, properties_being_edited, properties ) throws LicenseError, ObjectDoesNotExist, InvalidInput

Edits the initialisation properties for each of the specified extensions.

```
void editProperties(
   String[] class_names
   String[][] properties_being_edited
   Catalog.JavaExtension.Property[][] properties
)
```

### getExtensionClassNames() throws LicenseError

Gets the class names of all the extensions currently in the system.

```
String[] getExtensionClassNames()
```

### getExtensionErrors( class_names ) throws LicenseError, ObjectDoesNotExist

Gets the errors for each of the specified extensions.

```
String[][] getExtensionErrors(
   String[] class_names
)
```

### getExtensionInfo( class_names ) throws LicenseError, ObjectDoesNotExist

Gets information on each of the specified extensions.

```
Catalog.JavaExtension.Info[] getExtensionInfo(
   String[] class_names
)
```

### getJavaExtensionFileNames() throws LicenseError

Get the names of Java Extension files on the traffic manager. This list includes files that contain Java Extension and non-Java Extension files, such as other .jar files.

```
String[] getJavaExtensionFileNames()
```


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### getProperties( class_names ) throws LicenseError, ObjectDoesNotExist

Gets the initialisation properties for each of the specified extensions.

```
Catalog.JavaExtension.Property[][] getProperties(
   String[] class_names
)
```

### removeProperties( class_names, prop_names ) throws LicenseError, ObjectDoesNotExist, InvalidInput

Removes initialisation properties for each of the specified extensions.

```
void removeProperties(
   String[] class_names
   String[][] prop_names
)
```

### uploadJavaExtensionFile( name, content ) throws InvalidObjectName, LicenseError, InvalidInput

Uploads a new file that may contain a Java Extension. This will overwrite the file if it already exists.

```
void uploadJavaExtensionFile(
   String name
   Binary Data content
)
```

## Structures

### Catalog.JavaExtension.Info

This structure contains basic information about a Java Extension in the catalog.

```
struct Catalog.JavaExtension.Info  {
   # The Java class name of the extension.
   String class_name;

   # The location of the Java extension class.
   String path;

   # The virtual servers that use this extension.
   String[] virtual_servers;

   # The rules that use this extension.
   String[] rules;
}
```

### Catalog.JavaExtension.Property

Represents an initialisation property for an extension.

```
struct Catalog.JavaExtension.Property  {
   # The name of this property
   String name;
```

```
   # The value of this property
   String value;
}
```

## Catalog.Authenticators

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Authenticators/

The Catalog.Authenticator interface allows management of authenticator information, which are used by TrafficScript to communicate with an authentication service.

### Methods

#### addAuthenticator( class_names ) throws InvalidObjectName, ObjectAlreadyExists, DeploymentError, LicenseError

Add new Authenticator classes.

```
void addAuthenticator(
   String[] class_names
)
```

#### addLDAPSearchAttr( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add the attributes to return from the search.

```
void addLDAPSearchAttr(
   String[] names
   String[][] values
)
```

#### addLDAPSearchAttrByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add the attributes to return from the search. This is a location specific function, any action will operate on the specified location.

```
void addLDAPSearchAttrByLocation(
   String location
   String[] names
   String[][] values
)
```

#### copyAuthenticator( class_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError, LicenseError

Copy the named Authenticator classes.

```
void copyAuthenticator(
   String[] class_names
```


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```
   String[] new_names
)
```

### deleteAuthenticator( class_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, LicenseError

Delete the named Authenticator classes.

```
void deleteAuthenticator(
   String[] class_names
)
```

### getAuthenticatorNames() throws LicenseError

Get the names of all the configured Authenticator classes.

```
String[] getAuthenticatorNames()
```

### getHost( names ) throws ObjectDoesNotExist, LicenseError

Get the hostname of the remote authenticator.

```
String[] getHost(
   String[] names
)
```

### getHostByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the hostname of the remote authenticator. This is a location specific function, any action will operate on the specified location.

```
String[] getHostByLocation(
   String location
   String[] names
)
```

### getLDAPBindDN( names ) throws ObjectDoesNotExist, LicenseError

Get the user used to connect to the LDAP server for each of the named Authenticators

```
String[] getLDAPBindDN(
   String[] names
)
```

### getLDAPBindDNByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the user used to connect to the LDAP server for each of the named Authenticators This is a location specific function, any action will operate on the specified location.

```
String[] getLDAPBindDNByLocation(
   String location
   String[] names
)
```

### getLDAPFilter( names ) throws ObjectDoesNotExist, LicenseError

Get the filter used to identify user records. Any occurences of '%u' in the filter will be replaced by the name of the user being authenticated.

```
String[] getLDAPFilter(
   String[] names
)
```

### getLDAPFilterBaseDN( names ) throws ObjectDoesNotExist, LicenseError

Get the DN that we will search for user records under.

```
String[] getLDAPFilterBaseDN(
   String[] names
)
```

### getLDAPFilterBaseDNByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the DN that we will search for user records under. This is a location specific function, any action will operate on the specified location.

```
String[] getLDAPFilterBaseDNByLocation(
   String location
   String[] names
)
```

### getLDAPFilterByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the filter used to identify user records. Any occurences of '%u' in the filter will be replaced by the name of the user being authenticated. This is a location specific function, any action will operate on the specified location.

```
String[] getLDAPFilterByLocation(
   String location
   String[] names
)
```

### getLDAPSSLCertificate( names ) throws ObjectDoesNotExist, LicenseError

Get the SSL certificate in the CA catalog used to authenticate the remote LDAP server.

```
String[] getLDAPSSLCertificate(
   String[] names
)
```

### getLDAPSSLCertificateByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the SSL certificate in the CA catalog used to authenticate the remote LDAP server. This is a location specific function, any action will operate on the specified location.

```
String[] getLDAPSSLCertificateByLocation(
   String location
```


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```
   String[] names
)
```

### getLDAPSSLEnabled( names ) throws ObjectDoesNotExist, LicenseError

Get if SSL should be used to connect to the LDAP server.

```
Boolean[] getLDAPSSLEnabled(
   String[] names
)
```

### getLDAPSSLEnabledByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get if SSL should be used to connect to the LDAP server. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLDAPSSLEnabledByLocation(
   String location
   String[] names
)
```

### getLDAPSSLType( names ) throws ObjectDoesNotExist, LicenseError

Get how a SSL connection should be established.

```
Catalog.Authenticators.LDAPSSLType[] getLDAPSSLType(
   String[] names
)
```

### getLDAPSSLTypeByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get how a SSL connection should be established. This is a location specific function, any action will operate on the specified location.

```
Catalog.Authenticators.LDAPSSLType[] getLDAPSSLTypeByLocation(
   String location
   String[] names
)
```

### getLDAPSearchAttr( names ) throws ObjectDoesNotExist, LicenseError

Get the attributes to return from the search.

```
String[][] getLDAPSearchAttr(
   String[] names
)
```

### getLDAPSearchAttrByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the attributes to return from the search. This is a location specific function, any action will operate on the specified location.

```
String[][] getLDAPSearchAttrByLocation(
   String location
   String[] names
```

```
)
```

### getNote( names ) throws ObjectDoesNotExist, LicenseError

Get the note for each of the named Authenticators

```
String[] getNote(
   String[] names
)
```

### getPort( names ) throws ObjectDoesNotExist, LicenseError

Get the port of the remote authenticator.

```
Unsigned Integer[] getPort(
   String[] names
)
```

### getPortByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the port of the remote authenticator. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getPortByLocation(
   String location
   String[] names
)
```

### removeLDAPSearchAttr( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove the attributes to return from the search.

```
void removeLDAPSearchAttr(
   String[] names
   String[][] values
)
```

### removeLDAPSearchAttrByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove the attributes to return from the search. This is a location specific function, any action will operate on the specified location.

```
void removeLDAPSearchAttrByLocation(
   String location
   String[] names
   String[][] values
)
```

### renameAuthenticator( class_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError, LicenseError

Rename the named Authenticator classes.


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```
void renameAuthenticator(
   String[] class_names
   String[] new_names
)
```

### setHost( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the hostname of the remote authenticator.

```
void setHost(
   String[] names
   String[] values
)
```

### setHostByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the hostname of the remote authenticator. This is a location specific function, any action will operate on the specified location.

```
void setHostByLocation(
   String location
   String[] names
   String[] values
)
```

### setLDAPBindDN( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the user used to connect to the LDAP server for each of the named Authenticators

```
void setLDAPBindDN(
   String[] names
   String[] values
)
```

### setLDAPBindDNByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the user used to connect to the LDAP server for each of the named Authenticators This is a location specific function, any action will operate on the specified location.

```
void setLDAPBindDNByLocation(
   String location
   String[] names
   String[] values
)
```

### setLDAPBindPassword( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the password of the bind user.

```
void setLDAPBindPassword(
```

```
   String[] names
   String[] values
)
```

### setLDAPBindPasswordByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the password of the bind user. This is a location specific function, any action will operate on the specified location.

```
void setLDAPBindPasswordByLocation(
   String location
   String[] names
   String[] values
)
```

### setLDAPFilter( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the filter used to identify user records. Any occurences of '%u' in the filter will be replaced by the name of the user being authenticated.

```
void setLDAPFilter(
   String[] names
   String[] values
)
```

### setLDAPFilterBaseDN( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the DN that we will search for user records under.

```
void setLDAPFilterBaseDN(
   String[] names
   String[] values
)
```

### setLDAPFilterBaseDNByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the DN that we will search for user records under. This is a location specific function, any action will operate on the specified location.

```
void setLDAPFilterBaseDNByLocation(
   String location
   String[] names
   String[] values
)
```


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### setLDAPFilterByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the filter used to identify user records. Any occurences of '%u' in the filter will be replaced by the name of the user being authenticated. This is a location specific function, any action will operate on the specified location.

```
void setLDAPFilterByLocation(
   String location
   String[] names
   String[] values
)
```

### setLDAPSSLCertificate( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the SSL certificate in the CA catalog used to authenticate the remote LDAP server.

```
void setLDAPSSLCertificate(
   String[] names
   String[] values
)
```

### setLDAPSSLCertificateByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the SSL certificate in the CA catalog used to authenticate the remote LDAP server. This is a location specific function, any action will operate on the specified location.

```
void setLDAPSSLCertificateByLocation(
   String location
   String[] names
   String[] values
)
```

### setLDAPSSLEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set if SSL should be used to connect to the LDAP server.

```
void setLDAPSSLEnabled(
   String[] names
   Boolean[] values
)
```

### setLDAPSSLEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set if SSL should be used to connect to the LDAP server. This is a location specific function, any action will operate on the specified location.

```
void setLDAPSSLEnabledByLocation(
   String location
   String[] names
```

```
   Boolean[] values
)
```

### setLDAPSSLType( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set how a SSL connection should be established.

```
void setLDAPSSLType(
   String[] names
   Catalog.Authenticators.LDAPSSLType[] values
)
```

### setLDAPSSLTypeByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set how a SSL connection should be established. This is a location specific function, any action will operate on the specified location.

```
void setLDAPSSLTypeByLocation(
   String location
   String[] names
   Catalog.Authenticators.LDAPSSLType[] values
)
```

### setLDAPSearchAttr( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the attributes to return from the search.

```
void setLDAPSearchAttr(
   String[] names
   String[][] values
)
```

### setLDAPSearchAttrByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the attributes to return from the search. This is a location specific function, any action will operate on the specified location.

```
void setLDAPSearchAttrByLocation(
   String location
   String[] names
   String[][] values
)
```

### setNote( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the note for each of the named Authenticators

```
void setNote(
   String[] names
   String[] values
```


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```
)
```

### setPort( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the port of the remote authenticator.

```
void setPort(
   String[] names
   Unsigned Integer[] values
)
```

### setPortByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the port of the remote authenticator. This is a location specific function, any action will operate on the specified location.

```
void setPortByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

## Enumerations

### Catalog.Authenticators.LDAPSSLType

```
enum Catalog.Authenticators.LDAPSSLType {
   # LDAPS
   ldaps,

   # Start TLS
   starttls
}
```

# Catalog.DNSServer.ZoneFiles

URI: http://soap.zeus.com/zxtm/1.0/Catalog/DNSServer/ZoneFiles/

The Catalog.DNSServer.ZoneFiles interface allows management of the DNS zone files stored in the conf/dnsserver/zonefiles directory.

## Methods

### deleteFile( names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Delete the named DNS zone files from the conf/dnsserver/zonefiles directory.

```
void deleteFile(
   String[] names
)
```

### downloadFile( name ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Download the named configuration file from the conf/dnsserver/zonefiles directory.

```
Binary Data downloadFile(
   String name
)
```

### getFileNames()

Get the names of all the DNS zone files stored in the conf/dnsserver/zonefiles directory.

```
String[] getFileNames()
```

### uploadFile( name, content ) throws InvalidObjectName, DeploymentError

Uploads a new DNS zone file into the conf/dnsserver/zonefiles, overwriting the zone file if it already exists.

```
void uploadFile(
   String name
   Binary Data content
)
```

## Catalog.DNSServer.Zones

URI: http://soap.zeus.com/zxtm/1.0/Catalog/DNSServer/Zones/

The Catalog.DNSServer.Zones interface allows management of DNS zones. Using this interface, you can create, delete and rename DNS zones, and manage their configuration.

## Methods

### addZone( zone_names, zone_parameters ) throws InvalidObjectName, InvalidInput, ObjectAlreadyExists, DeploymentError

Add new DNS zone.

```
void addZone(
   String[] zone_names
   Catalog.DNSServer.Zones.DNSZoneParameter[] zone_parameters
)
```

### copyZone( zone_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError

Copy the named DNS zones.

```
void copyZone(
   String[] zone_names
   String[] new_names
)
```


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### deleteZone( zone_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Delete the named DNS zone.

```
void deleteZone(
   String[] zone_names
)
```

### getOrigin( zone_names ) throws ObjectDoesNotExist

Get Zone origin

```
String[] getOrigin(
   String[] zone_names
)
```

### getZoneNames()

Get the names of all the configured DNS zones

```
String[] getZoneNames()
```

### getZonefile( zone_names ) throws ObjectDoesNotExist

Get Zone file

```
String[] getZonefile(
   String[] zone_names
)
```

### renameZone( zone_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError

Rename the named DNS zones.

```
void renameZone(
   String[] zone_names
   String[] new_names
)
```

### setOrigin( zone_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Zone origin

```
void setOrigin(
   String[] zone_names
   String[] values
)
```

### setZonefile( zone_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set Zone file

```
void setZonefile(
```

```
   String[] zone_names
   String[] values
)
```

## Structures

### Catalog.DNSServer.Zones.DNSZoneParameter

This structure contains the required configuration values for a DNS zone.

```
struct Catalog.DNSServer.Zones.DNSZoneParameter  {
   # The zone origin.
   String origin;

   # The name of the DNS zone file catalog item.
   String zonefile;
}
```

# GlobalSettings

URI: http://soap.zeus.com/zxtm/1.0/GlobalSettings/

The Global Settings interface allows management of the traffic manager settings.

## Methods

### addApplianceReturnPathRoutes( value ) throws InvalidInput, DeploymentError

Add a set of return path routes (MAC/IP mappings) to the configuration.

```
void addApplianceReturnPathRoutes(
   GlobalSettings.ReturnPathRoute[] value
)
```

### addApplianceReturnPathRoutesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Add a set of return path routes (MAC/IP mappings) to the configuration. This is a location specific function, any action will operate on the specified location.

```
void addApplianceReturnPathRoutesByLocation(
   String location
   GlobalSettings.ReturnPathRoute[] value
)
```

### addFlipperFrontendCheckAddresses( values ) throws InvalidInput, DeploymentError

Add new IP addresses to the list that should be used to check front-end connectivity

```
void addFlipperFrontendCheckAddresses(
   String[] values
)
```


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### addFlipperFrontendCheckAddressesByLocation( location, values ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Add new IP addresses to the list that should be used to check front-end connectivity This is a location specific function, any action will operate on the specified location.

```
void addFlipperFrontendCheckAddressesByLocation(
   String location
   String[] values
)
```

### addLicenseServers( values ) throws InvalidInput, DeploymentError

Add A list of license servers for FLA licensing.

```
void addLicenseServers(
   String[] values
)
```

### addLicenseServersByLocation( location, values ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Add A list of license servers for FLA licensing. This is a location specific function, any action will operate on the specified location.

```
void addLicenseServersByLocation(
   String location
   String[] values
)
```

### getASPSessionCacheSize()

Get the maximum number of entries in the ASP session cache.

```
Unsigned Integer getASPSessionCacheSize()
```

### getASPSessionCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the ASP session cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getASPSessionCacheSizeByLocation(
   String location
)
```

### getAcceptingDelay()

Get how often each traffic manager child process checks whether it should be accepting new connections.

```
Unsigned Integer getAcceptingDelay()
```

### getAcceptingDelayByLocation( location ) throws ObjectDoesNotExist

Get how often each traffic manager child process checks whether it should be accepting new connections. This is a location specific function, any action will operate on the specified location.

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```
Unsigned Integer getAcceptingDelayByLocation(
   String location
)
```

### getAdminAllowRehandshake()

Get whether SSL / TLS re-handshakes are supported.

```
GlobalSettings.AdminAllowRehandshake getAdminAllowRehandshake()
```

### getAdminDiffieHellmanKeyLength()

Get the number of bits to use for Diffie-Hellman keys

```
GlobalSettings.AdminDiffieHellmanKeyLength getAdminDiffieHellmanKeyLength()
```

### getAdminHonorFallbackSCSV()

Get whether admin server, internal control port and config daemon honor the Fallback SCSV

```
Boolean getAdminHonorFallbackSCSV()
```

### getAdminInsertExtraFragment()

Get whether admin server SSL3 and TLS1 use one byte fragments

```
Boolean getAdminInsertExtraFragment()
```

### getAdminMinRehandshakeInterval()

Get the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection.

```
Unsigned Integer getAdminMinRehandshakeInterval()
```

### getAdminSSLCiphers()

Get the list of configured SSL ciphers for admin server and internal connections (available ciphers can be displayed using the command $ZEUSHOME/zxtm/bin/zeus.zxtm -s).

```
String getAdminSSLCiphers()
```

### getAdminSSLEllipticCurves()

Get the elliptic curve preference list for SSL connections to the admin server and within the traffic manager cluster.

```
String getAdminSSLEllipticCurves()
```

### getAdminSSLMaxHandshakeMessageSize()

Get the maximum acceptable size (in bytes) a SSL handshake message is permitted to be for admin and internal connections.

```
Unsigned Integer getAdminSSLMaxHandshakeMessageSize()
```


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### getAdminSSLPreventTimingSideChannels()

Get an obsolete config value that has no effect.

```
Boolean getAdminSSLPreventTimingSideChannels()
```

### getAdminSSLSignatureAlgorithms()

Get the SSL signature algorithms preference list for SSL connections to the admin server and within the zxtm cluster.

```
String getAdminSSLSignatureAlgorithms()
```

### getAdminSSLSupportTLS11()

Get whether TLSv1.1 support is enabled for admin server and internal connections.

```
Boolean getAdminSSLSupportTLS11()
```

### getAdminSSLSupportTLS12()

Get whether TLSv1.2 support is enabled for admin server and internal connections.

```
Boolean getAdminSSLSupportTLS12()
```

### getAdminSSLSupportTLS13()

Get whether TLSv1.3 support is enabled for admin server and internal connections.

```
Boolean getAdminSSLSupportTLS13()
```

### getAdminSupportSSL2()

This method is now deprecated.

```
Boolean getAdminSupportSSL2()
```

### getAdminSupportSSL3()

Get whether SSLv3 support is enabled for admin server and internal connections.

```
Boolean getAdminSupportSSL3()
```

### getAdminSupportTLS1()

Get whether TLSv1 support is enabled for admin server and internal connections.

```
Boolean getAdminSupportTLS1()
```

### getAfmEnabled()

Get whether the Web Application Firewall is enabled

```
Boolean getAfmEnabled()
```

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### getAlertEmailInterval()

Get the length of time between alert emails, in seconds. Several alert messages will be stored up and sent in one email.

```
Unsigned Integer getAlertEmailInterval()
```

### getAlertEmailIntervalByLocation( location ) throws ObjectDoesNotExist

Get the length of time between alert emails, in seconds. Several alert messages will be stored up and sent in one email. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getAlertEmailIntervalByLocation(
   String location
)
```

### getAlertEmailMaxAttempts()

Get the number of times to attempt sending an email before giving up.

```
Unsigned Integer getAlertEmailMaxAttempts()
```

### getAlertEmailMaxAttemptsByLocation( location ) throws ObjectDoesNotExist

Get the number of times to attempt sending an email before giving up. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getAlertEmailMaxAttemptsByLocation(
   String location
)
```

### getAllowConsecutiveChars()

Get whether the same character can appear consecutively in passwords.

```
Boolean getAllowConsecutiveChars()
```

### getApplianceReturnPathRoutes()

Get the set of return path routes (MAC/IP mappings) in the configuration.

```
GlobalSettings.ReturnPathRoute[] getApplianceReturnPathRoutes()
```

### getApplianceReturnPathRoutesByLocation( location ) throws ObjectDoesNotExist

Get the set of return path routes (MAC/IP mappings) in the configuration. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.ReturnPathRoute[] getApplianceReturnPathRoutesByLocation(
   String location
)
```

### getApplianceReturnPathRoutingEnabled()

Get whether return path routing is enabled


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```
Boolean getApplianceReturnPathRoutingEnabled()
```

### getApplianceReturnPathRoutingEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether return path routing is enabled This is a location specific function, any action will operate on the specified location.

```
Boolean getApplianceReturnPathRoutingEnabledByLocation(
   String location
)
```

### getAptimizerMaxDependentFetchSize()

Get the maximum size of a dependent resource that can be sent to Web Accelerator. Set to 0 to disable limit.

```
String getAptimizerMaxDependentFetchSize()
```

### getAptimizerMaxOriginalContentBufferSize()

Get the maximum size of original content buffer for content sent to Web Accelerator.

```
String getAptimizerMaxOriginalContentBufferSize()
```

### getAptimizerWatchdogInterval()

Get How long (in seconds) the Web Accelerator watchdog mechanism should keep count of crashes for.

```
Unsigned Integer getAptimizerWatchdogInterval()
```

### getAptimizerWatchdogLimit()

Get the maximum number of times the Web Accelerator sub-process will be restarted.

```
Unsigned Integer getAptimizerWatchdogLimit()
```

### getAuditlogViaEventd()

Get whether the auditlog is to be mirrored to EventD.

```
Boolean getAuditlogViaEventd()
```

### getAuditlogViaEventdByLocation( location ) throws ObjectDoesNotExist

Get whether the auditlog is to be mirrored to EventD. This is a location specific function, any action will operate on the specified location.

```
Boolean getAuditlogViaEventdByLocation(
   String location
)
```

### getAuditlogViaSyslog()

Get whether the auditlog is to be mirrored to the syslog

```
Boolean getAuditlogViaSyslog()
```

### getAuditlogViaSyslogByLocation( location ) throws ObjectDoesNotExist

Get whether the auditlog is to be mirrored to the syslog This is a location specific function, any action will operate on the specified location.

```
Boolean getAuditlogViaSyslogByLocation(
   String location
)
```

### getAuthSamlKeyLifetime()

Get the lifetime of keys used to encrypt SAML SP session stored externally

```
Unsigned Integer getAuthSamlKeyLifetime()
```

### getAuthSamlKeyRotationInterval()

Get the rotation interval of keys used to encrypt SAML SP session stored externally

```
Unsigned Integer getAuthSamlKeyRotationInterval()
```

### getAutoscalerVerbose()

Get detailed logging of autoscaler status and actions

```
Boolean getAutoscalerVerbose()
```

### getAutoscalerVerboseByLocation( location ) throws ObjectDoesNotExist

Get detailed logging of autoscaler status and actions This is a location specific function, any action will operate on the specified location.

```
Boolean getAutoscalerVerboseByLocation(
   String location
)
```

### getBackendKeepaliveTimeout()

getBackendKeepaliveTimeout is deprecated, please use getIdleConnectionTimeout instead.

```
Unsigned Integer getBackendKeepaliveTimeout()
```

### getBackendKeepaliveTimeoutByLocation( location ) throws ObjectDoesNotExist

getBackendKeepaliveTimeout is deprecated, please use getIdleConnectionTimeout instead. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getBackendKeepaliveTimeoutByLocation(
   String location
)
```

### getBandwidthSharing()

This method is now obsolete and is replaced by Catalog.Bandwidth.getSharing.

```
Boolean getBandwidthSharing()
```


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### getBannerAccept()

Get whether or not users must explicitly agree to the displayed login_banner text before logging in to the Admin Server.

```
Boolean getBannerAccept()
```

### getBgpAsNumber()

Get the number of the BGP AS in which the traffic manager will operate.

```
Unsigned Integer getBgpAsNumber()
```

### getBgpAsNumberByLocation( location ) throws ObjectDoesNotExist

Get the number of the BGP AS in which the traffic manager will operate. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getBgpAsNumberByLocation(
   String location
)
```

### getBgpEnabled()

Get whether BGP Route Health Injection is enabled.

```
Boolean getBgpEnabled()
```

### getBgpEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether BGP Route Health Injection is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getBgpEnabledByLocation(
   String location
)
```

### getChunkSize()

Get the default chunk size for reading and writing data, in bytes.

```
Unsigned Integer getChunkSize()
```

### getChunkSizeByLocation( location ) throws ObjectDoesNotExist

Get the default chunk size for reading and writing data, in bytes. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getChunkSizeByLocation(
   String location
)
```

### getClientFirstOpt()

Get whether client-first network socket optimisations should be used.

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```
Boolean getClientFirstOpt()
```

### getClientFirstOptByLocation( location ) throws ObjectDoesNotExist

Get whether client-first network socket optimisations should be used. This is a location specific function, any action will operate on the specified location.

```
Boolean getClientFirstOptByLocation(
   String location
)
```

### getControlAllowHosts()

Get the hosts that are allowed to contact the internal administration port on each traffic manager.

```
String getControlAllowHosts()
```

### getControlAllowHostsByLocation( location ) throws ObjectDoesNotExist

Get the hosts that are allowed to contact the internal administration port on each traffic manager. This is a location specific function, any action will operate on the specified location.

```
String getControlAllowHostsByLocation(
   String location
)
```

### getControlCanUpdateDefault()

Get the value of the control!canupdate key for new cluster members.

```
Boolean getControlCanUpdateDefault()
```

### getDNSCacheExpiryTime()

This method is now deprecated and is replaced by getDNSCacheMaxTTL/getDNSCacheMinTTL.

```
Unsigned Integer getDNSCacheExpiryTime()
```

### getDNSCacheExpiryTimeByLocation( location ) throws ObjectDoesNotExist

This method is now deprecated and is replaced by getDNSCacheMaxTTL/getDNSCacheMinTTL. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSCacheExpiryTimeByLocation(
   String location
)
```

### getDNSCacheMaxTTL()

Get the maximum time entries are stored in the DNS cache for, in seconds.

```
Unsigned Integer getDNSCacheMaxTTL()
```


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### getDNSCacheMaxTTLByLocation( location ) throws ObjectDoesNotExist

Get the maximum time entries are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSCacheMaxTTLByLocation(
   String location
)
```

### getDNSCacheMinTTL()

Get the minimum time entries are stored in the DNS cache for, in seconds.

```
Unsigned Integer getDNSCacheMinTTL()
```

### getDNSCacheMinTTLByLocation( location ) throws ObjectDoesNotExist

Get the minimum time entries are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSCacheMinTTLByLocation(
   String location
)
```

### getDNSCacheNegativeExpiryTime()

Get the time failed lookups are stored in the DNS cache for, in seconds.

```
Unsigned Integer getDNSCacheNegativeExpiryTime()
```

### getDNSCacheNegativeExpiryTimeByLocation( location ) throws ObjectDoesNotExist

Get the time failed lookups are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSCacheNegativeExpiryTimeByLocation(
   String location
)
```

### getDNSCacheSize()

Get the maximum number of entries in the DNS cache.

```
Unsigned Integer getDNSCacheSize()
```

### getDNSCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the DNS cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSCacheSizeByLocation(
   String location
)
```

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### getDNSTimeout()

Get the timeout for receiving a response from a DNS Server, in seconds.

```
Unsigned Integer getDNSTimeout()
```

### getDNSTimeoutByLocation( location ) throws ObjectDoesNotExist

Get the timeout for receiving a response from a DNS Server, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getDNSTimeoutByLocation(
   String location
)
```

### getDataPlaneAccelerationCores()

This method is now obsolete.

```
GlobalSettings.DataPlaneAccelerationCores getDataPlaneAccelerationCores()
```

### getDataPlaneAccelerationCoresByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
GlobalSettings.DataPlaneAccelerationCores getDataPlaneAccelerationCoresByLocation(
   String location
)
```

### getDataPlaneAccelerationMode()

This method is now obsolete.

```
Boolean getDataPlaneAccelerationMode()
```

### getDataPlaneAccelerationModeByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Boolean getDataPlaneAccelerationModeByLocation(
   String location
)
```

### getDataPlaneAccelerationTCPDelayAck()

This method is now obsolete.

```
Unsigned Integer getDataPlaneAccelerationTCPDelayAck()
```

### getDataPlaneAccelerationTCPDelayAckByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getDataPlaneAccelerationTCPDelayAckByLocation(
   String location
)
```


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### getDataPlaneAccelerationTCPWinScale()

This method is now obsolete.

```
Unsigned Integer getDataPlaneAccelerationTCPWinScale()
```

### getDataPlaneAccelerationTCPWinScaleByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getDataPlaneAccelerationTCPWinScaleByLocation(
   String location
)
```

### getDeadTime()

This method is now obsolete and is replaced by Pool.getNodeFailTime.

```
Unsigned Integer getDeadTime()
```

### getEC2AccessKeyID()

Get the Access Key ID used for interacting with the EC2 API.

```
String getEC2AccessKeyID()
```

### getEC2AccessKeyIDByLocation( location ) throws ObjectDoesNotExist

Get the Access Key ID used for interacting with the EC2 API. This is a location specific function, any action will operate on the specified location.

```
String getEC2AccessKeyIDByLocation(
   String location
)
```

### getEC2AwstoolTimeout()

Get the timeout for awstool requests to the AWS Query Server

```
Unsigned Integer getEC2AwstoolTimeout()
```

### getEC2AwstoolTimeoutByLocation( location ) throws ObjectDoesNotExist

Get the timeout for awstool requests to the AWS Query Server This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getEC2AwstoolTimeoutByLocation(
   String location
)
```

### getEC2Endpoint()

Get URL for the Amazon EC2 AWS endpoint.

```
String getEC2Endpoint()
```

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### getEC2EndpointByLocation( location ) throws ObjectDoesNotExist

Get URL for the Amazon EC2 AWS endpoint. This is a location specific function, any action will operate on the specified location.

```
String getEC2EndpointByLocation(
   String location
)
```

### getEC2MetadataServer()

Get URL for the EC2 metadata server.

```
String getEC2MetadataServer()
```

### getEC2MetadataServerByLocation( location ) throws ObjectDoesNotExist

Get URL for the EC2 metadata server. This is a location specific function, any action will operate on the specified location.

```
String getEC2MetadataServerByLocation(
   String location
)
```

### getEC2VerifyEndpointCert()

Get Whether to verify Amazon EC2 endpoint's certificate using CAs present in SSL Certificate Authorities Catalog.

```
Boolean getEC2VerifyEndpointCert()
```

### getEC2VerifyEndpointCertByLocation( location ) throws ObjectDoesNotExist

Get Whether to verify Amazon EC2 endpoint's certificate using CAs present in SSL Certificate Authorities Catalog. This is a location specific function, any action will operate on the specified location.

```
Boolean getEC2VerifyEndpointCertByLocation(
   String location
)
```

### getErrorLevel()

This method is now deprecated.

```
GlobalSettings.ErrorLevel getErrorLevel()
```

### getErrorLevelByLocation( location ) throws ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.ErrorLevel getErrorLevelByLocation(
   String location
)
```


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### getErrorLogFile()

Get the filename that errors are logged to.

```
String getErrorLogFile()
```

### getErrorLogFileByLocation( location ) throws ObjectDoesNotExist

Get the filename that errors are logged to. This is a location specific function, any action will operate on the specified location.

```
String getErrorLogFileByLocation(
   String location
)
```

### getFTPDataBindLow()

Get whether your traffic manager should permit use of FTP data connection source ports lower than 1024. If 'No' your traffic manager can completely drop root privileges, if 'Yes' some or all privileges may be retained in order to bind to low ports.

```
Boolean getFTPDataBindLow()
```

### getFTPDataBindLowByLocation( location ) throws ObjectDoesNotExist

Get whether your traffic manager should permit use of FTP data connection source ports lower than 1024. If 'No' your traffic manager can completely drop root privileges, if 'Yes' some or all privileges may be retained in order to bind to low ports. This is a location specific function, any action will operate on the specified location.

```
Boolean getFTPDataBindLowByLocation(
   String location
)
```

### getFipsEnabled()

Get whether FIPS Mode is enabled.

```
Boolean getFipsEnabled()
```

### getFlipperArpCount()

Get the number of ARP packets each traffic manager sends when an IP address is raised.

```
Unsigned Integer getFlipperArpCount()
```

### getFlipperArpCountByLocation( location ) throws ObjectDoesNotExist

Get the number of ARP packets each traffic manager sends when an IP address is raised. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperArpCountByLocation(
   String location
)
```

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### getFlipperAutofailback()

Get whether Traffic IPs should automatically failback to recovered machines.

```
Boolean getFlipperAutofailback()
```

### getFlipperAutofailbackByLocation( location ) throws ObjectDoesNotExist

Get whether Traffic IPs should automatically failback to recovered machines. This is a location specific function, any action will operate on the specified location.

```
Boolean getFlipperAutofailbackByLocation(
   String location
)
```

### getFlipperAutofailbackDelay()

Get the delay of automatic failback after a previous failover event.

```
Unsigned Integer getFlipperAutofailbackDelay()
```

### getFlipperAutofailbackDelayByLocation( location ) throws ObjectDoesNotExist

Get the delay of automatic failback after a previous failover event. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperAutofailbackDelayByLocation(
   String location
)
```

### getFlipperChildTimeout()

Get how long (in seconds) the traffic manager should wait for status updates from any of the traffic manager's child processes before assuming one of them is no longer servicing traffic.

```
Unsigned Integer getFlipperChildTimeout()
```

### getFlipperChildTimeoutByLocation( location ) throws ObjectDoesNotExist

Get how long (in seconds) the traffic manager should wait for status updates from any of the traffic manager's child processes before assuming one of them is no longer servicing traffic. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperChildTimeoutByLocation(
   String location
)
```

### getFlipperFrontendCheckAddresses()

Get the IP addresses that should be used to check front-end connectivity.

```
String[] getFlipperFrontendCheckAddresses()
```


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### getFlipperFrontendCheckAddressesByLocation( location ) throws ObjectDoesNotExist

Get the IP addresses that should be used to check front-end connectivity. This is a location specific function, any action will operate on the specified location.

```
String[] getFlipperFrontendCheckAddressesByLocation(
   String location
)
```

### getFlipperHeartbeatMethod()

Get the method used to exchange cluster heartbeat messages.

```
GlobalSettings.FlipperHeartbeatMethod getFlipperHeartbeatMethod()
```

### getFlipperHeartbeatMethodByLocation( location ) throws ObjectDoesNotExist

Get the method used to exchange cluster heartbeat messages. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.FlipperHeartbeatMethod getFlipperHeartbeatMethodByLocation(
   String location
)
```

### getFlipperIGMPInterval()

Get the interval between two unsolicited periodic IGMP Membership Report messages for Multi-Hosted Traffic IP Groups.

```
Unsigned Integer getFlipperIGMPInterval()
```

### getFlipperIGMPIntervalByLocation( location ) throws ObjectDoesNotExist

Get the interval between two unsolicited periodic IGMP Membership Report messages for Multi-Hosted Traffic IP Groups. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperIGMPIntervalByLocation(
   String location
)
```

### getFlipperL4AccelChildTimeout()

This method is now obsolete.

```
Unsigned Integer getFlipperL4AccelChildTimeout()
```

### getFlipperL4AccelChildTimeoutByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getFlipperL4AccelChildTimeoutByLocation(
   String location
)
```

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### getFlipperL4AccelSyncPort()

This method is now obsolete.

```
Unsigned Integer getFlipperL4AccelSyncPort()
```

### getFlipperL4AccelSyncPortByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getFlipperL4AccelSyncPortByLocation(
   String location
)
```

### getFlipperMonitorInterval()

Get how frequently (in milliseconds) each traffic manager checks and announces its connectivity.

```
Unsigned Integer getFlipperMonitorInterval()
```

### getFlipperMonitorIntervalByLocation( location ) throws ObjectDoesNotExist

Get how frequently (in milliseconds) each traffic manager checks and announces its connectivity. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperMonitorIntervalByLocation(
   String location
)
```

### getFlipperMonitorTimeout()

Get how long (in seconds) each traffic manager waits for a response from its connectivity tests or from other traffic managers before registering a failure.

```
Unsigned Integer getFlipperMonitorTimeout()
```

### getFlipperMonitorTimeoutByLocation( location ) throws ObjectDoesNotExist

Get how long (in seconds) each traffic manager waits for a response from its connectivity tests or from other traffic managers before registering a failure. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperMonitorTimeoutByLocation(
   String location
)
```

### getFlipperMulticastAddress()

Get the multicast address and port used to announce connectivity (e.g. 239.100.1.1:9090).

```
String getFlipperMulticastAddress()
```

### getFlipperMulticastAddressByLocation( location ) throws ObjectDoesNotExist

Get the multicast address and port used to announce connectivity (e.g. 239.100.1.1:9090). This is a location specific function, any action will operate on the specified location.


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```
String getFlipperMulticastAddressByLocation(
   String location
)
```

### getFlipperUnicastPort()

Get the unicast UDP port used to announce connectivity (e.g. 9090)

```
Unsigned Integer getFlipperUnicastPort()
```

### getFlipperUnicastPortByLocation( location ) throws ObjectDoesNotExist

Get the unicast UDP port used to announce connectivity (e.g. 9090) This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getFlipperUnicastPortByLocation(
   String location
)
```

### getFlipperUseBindip()

Get whether the heartbeat messages used for fault tolerance are only sent over the management network.

```
Boolean getFlipperUseBindip()
```

### getFlipperUseBindipByLocation( location ) throws ObjectDoesNotExist

Get whether the heartbeat messages used for fault tolerance are only sent over the management network. This is a location specific function, any action will operate on the specified location.

```
Boolean getFlipperUseBindipByLocation(
   String location
)
```

### getFlipperVerbose()

Get whether the traffic manager should logs all the connectivity tests.

```
Boolean getFlipperVerbose()
```

### getFlipperVerboseByLocation( location ) throws ObjectDoesNotExist

Get whether the traffic manager should logs all the connectivity tests. This is a location specific function, any action will operate on the specified location.

```
Boolean getFlipperVerboseByLocation(
   String location
)
```

### getGLBLoadChangeLimit()

Get the maximum change per second to load.

```
Unsigned Integer getGLBLoadChangeLimit()
```

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### getGLBLoadChangeLimitByLocation( location ) throws ObjectDoesNotExist

Get the maximum change per second to load. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getGLBLoadChangeLimitByLocation(
   String location
)
```

### getGLBVerbose()

Get whether GSLB should log all DNS queries

```
Boolean getGLBVerbose()
```

### getGLBVerboseByLocation( location ) throws ObjectDoesNotExist

Get whether GSLB should log all DNS queries This is a location specific function, any action will operate on the specified location.

```
Boolean getGLBVerboseByLocation(
   String location
)
```

### getHistoricalTrafficDays()

Get the length of time historical traffic information is kept for, in days (0=keep indefinitely).

```
Unsigned Integer getHistoricalTrafficDays()
```

### getHistoricalTrafficDaysByLocation( location ) throws ObjectDoesNotExist

Get the length of time historical traffic information is kept for, in days (0=keep indefinitely). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getHistoricalTrafficDaysByLocation(
   String location
)
```

### getIPSessionCacheSize()

Get the maximum number of entries in the IP session cache.

```
Unsigned Integer getIPSessionCacheSize()
```

### getIPSessionCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the IP session cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getIPSessionCacheSizeByLocation(
   String location
)
```


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### getIdleConnectionTimeout()

Get how long unused HTTP keepalive connections should be kept before being discarded, in seconds.

```
Unsigned Integer getIdleConnectionTimeout()
```

### getIdleConnectionTimeoutByLocation( location ) throws ObjectDoesNotExist

Get how long unused HTTP keepalive connections should be kept before being discarded, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getIdleConnectionTimeoutByLocation(
   String location
)
```

### getJ2EESessionCacheSize()

Get the maximum number of entries in the J2EE session cache.

```
Unsigned Integer getJ2EESessionCacheSize()
```

### getJ2EESessionCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the J2EE session cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getJ2EESessionCacheSizeByLocation(
   String location
)
```

### getJavaClasspath()

Get extra Java CLASSPATH settings required for servlets.

```
String getJavaClasspath()
```

### getJavaClasspathByLocation( location ) throws ObjectDoesNotExist

Get extra Java CLASSPATH settings required for servlets. This is a location specific function, any action will operate on the specified location.

```
String getJavaClasspathByLocation(
   String location
)
```

### getJavaCommand()

Get the command (and arguments) used to start Java.

```
String getJavaCommand()
```

### getJavaCommandByLocation( location ) throws ObjectDoesNotExist

Get the command (and arguments) used to start Java. This is a location specific function, any action will operate on the specified location.

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```
String getJavaCommandByLocation(
   String location
)
```

### getJavaEnabled()

Get whether to enable Java support.

```
Boolean getJavaEnabled()
```

### getJavaEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether to enable Java support. This is a location specific function, any action will operate on the specified location.

```
Boolean getJavaEnabledByLocation(
   String location
)
```

### getJavaLib()

Get the location of the java library directory

```
String getJavaLib()
```

### getJavaLibByLocation( location ) throws ObjectDoesNotExist

Get the location of the java library directory This is a location specific function, any action will operate on the specified location.

```
String getJavaLibByLocation(
   String location
)
```

### getJavaMaxConns()

Get the maximum number of Java threads

```
Unsigned Integer getJavaMaxConns()
```

### getJavaMaxConnsByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of Java threads This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getJavaMaxConnsByLocation(
   String location
)
```

### getJavaSessionAge()

Get the default maximum age of Java session persistence

```
Unsigned Integer getJavaSessionAge()
```


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### getJavaSessionAgeByLocation( location ) throws ObjectDoesNotExist

Get the default maximum age of Java session persistence This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getJavaSessionAgeByLocation(
   String location
)
```

### getKerberosVerbose()

Get whether the traffic manager should log all Kerberos activity.

```
Boolean getKerberosVerbose()
```

### getKerberosVerboseByLocation( location ) throws ObjectDoesNotExist

Get whether the traffic manager should log all Kerberos activity. This is a location specific function, any action will operate on the specified location.

```
Boolean getKerberosVerboseByLocation(
   String location
)
```

### getL4AccelMaxConcurrentConnections()

This method is now obsolete.

```
Unsigned Integer getL4AccelMaxConcurrentConnections()
```

### getL4AccelMaxConcurrentConnectionsByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getL4AccelMaxConcurrentConnectionsByLocation(
   String location
)
```

### getLicenseServers()

Get A list of license servers for FLA licensing.

```
String[] getLicenseServers()
```

### getLicenseServersByLocation( location ) throws ObjectDoesNotExist

Get A list of license servers for FLA licensing. This is a location specific function, any action will operate on the specified location.

```
String[] getLicenseServersByLocation(
   String location
)
```

### getListenQueueSize()

Get the size of the listen queue for managing incoming connections.

```
Unsigned Integer getListenQueueSize()
```

### getListenQueueSizeByLocation( location ) throws ObjectDoesNotExist

Get the size of the listen queue for managing incoming connections. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getListenQueueSizeByLocation(
   String location
)
```

### getLogExportAuthHTTP()

Get the HTTP authentication method to use when exporting log entries.

```
GlobalSettings.LogExportAuthHTTP getLogExportAuthHTTP()
```

### getLogExportAuthHTTPByLocation( location ) throws ObjectDoesNotExist

Get the HTTP authentication method to use when exporting log entries. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.LogExportAuthHTTP getLogExportAuthHTTPByLocation(
   String location
)
```

### getLogExportAuthHecToken()

Get the HTTP Event Collector token to use for HTTP authentication with a Splunk server.

```
String getLogExportAuthHecToken()
```

### getLogExportAuthHecTokenByLocation( location ) throws ObjectDoesNotExist

Get the HTTP Event Collector token to use for HTTP authentication with a Splunk server. This is a location specific function, any action will operate on the specified location.

```
String getLogExportAuthHecTokenByLocation(
   String location
)
```

### getLogExportAuthUsername()

Get the username to use for HTTP basic authentication.

```
String getLogExportAuthUsername()
```

### getLogExportAuthUsernameByLocation( location ) throws ObjectDoesNotExist

Get the username to use for HTTP basic authentication. This is a location specific function, any action will operate on the specified location.

```
String getLogExportAuthUsernameByLocation(
   String location
)
```


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### getLogExportEnabled()

Get whether to monitor log files and export entries to the configured endpoint.

```
Boolean getLogExportEnabled()
```

### getLogExportEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether to monitor log files and export entries to the configured endpoint. This is a location specific function, any action will operate on the specified location.

```
Boolean getLogExportEnabledByLocation(
   String location
)
```

### getLogExportEndpoint()

Get the URL to which log entries should be sent.

```
String getLogExportEndpoint()
```

### getLogExportEndpointByLocation( location ) throws ObjectDoesNotExist

Get the URL to which log entries should be sent. This is a location specific function, any action will operate on the specified location.

```
String getLogExportEndpointByLocation(
   String location
)
```

### getLogExportRequestTimeout()

Get the number of seconds after which HTTP requests sent to the configured endpoint will be considered to have failed if no response is received.

```
Unsigned Integer getLogExportRequestTimeout()
```

### getLogExportRequestTimeoutByLocation( location ) throws ObjectDoesNotExist

Get the number of seconds after which HTTP requests sent to the configured endpoint will be considered to have failed if no response is received. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getLogExportRequestTimeoutByLocation(
   String location
)
```

### getLogExportTLSVerify()

Get whether the server certificate should be verified when connecting to the endpoint. If enabled, server certificates that do not match the server name, are self-signed, have expired, have been revoked, or that are signed by an unknown CA will be rejected.

```
Boolean getLogExportTLSVerify()
```

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### getLogExportTLSVerifyByLocation( location ) throws ObjectDoesNotExist

Get whether the server certificate should be verified when connecting to the endpoint. If enabled, server certificates that do not match the server name, are self-signed, have expired, have been revoked, or that are signed by an unknown CA will be rejected. This is a location specific function, any action will operate on the specified location.

```
Boolean getLogExportTLSVerifyByLocation(
   String location
)
```

### getLogFlushFlushTime()

Get the length of time to wait before flushing the request log files for each virtual server, in seconds.

```
Unsigned Integer getLogFlushFlushTime()
```

### getLogFlushFlushTimeByLocation( location ) throws ObjectDoesNotExist

Get the length of time to wait before flushing the request log files for each virtual server, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getLogFlushFlushTimeByLocation(
   String location
)
```

### getLogInterval()

Get the length of time between log messages for log intensive features e.g. SLM, in seconds.

```
Unsigned Integer getLogInterval()
```

### getLogIntervalByLocation( location ) throws ObjectDoesNotExist

Get the length of time between log messages for log intensive features e.g. SLM, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getLogIntervalByLocation(
   String location
)
```

### getLogRate()

Get is the maximum number of connection errors logged per second.

```
Unsigned Integer getLogRate()
```

### getLogRateByLocation( location ) throws ObjectDoesNotExist

Get is the maximum number of connection errors logged per second. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getLogRateByLocation(
   String location
)
```


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### getLogReopenTime()

Get the length of time to wait before re-opening request log files, to handle log file rotation, in seconds.

```
Unsigned Integer getLogReopenTime()
```

### getLogReopenTimeByLocation( location ) throws ObjectDoesNotExist

Get the length of time to wait before re-opening request log files, to handle log file rotation, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getLogReopenTimeByLocation(
   String location
)
```

### getLoginBanner()

Get the banner text to be shown on the Admin Server login page and before logging in to appliance SSH servers.

```
String getLoginBanner()
```

### getLoginDelay()

Get the number of seconds before another login attempt can be made after a failed attempt.

```
Unsigned Integer getLoginDelay()
```

### getMaxAccepting()

Get how many traffic manager child processes accept new connections.

```
Unsigned Integer getMaxAccepting()
```

### getMaxAcceptingByLocation( location ) throws ObjectDoesNotExist

Get how many traffic manager child processes accept new connections. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getMaxAcceptingByLocation(
   String location
)
```

### getMaxIdleConnections()

Get the maximum number of unused HTTP keepalive connections to all nodes that should maintained for re-use.

```
Unsigned Integer getMaxIdleConnections()
```

### getMaxIdleConnectionsByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of unused HTTP keepalive connections to all nodes that should maintained for re-use. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getMaxIdleConnectionsByLocation(
```

```
   String location
)
```

### getMaxKeepalives()

getMaxKeepalives is deprecated, please use getMaxIdleConnections instead.

```
Unsigned Integer getMaxKeepalives()
```

### getMaxKeepalivesByLocation( location ) throws ObjectDoesNotExist

getMaxKeepalives is deprecated, please use getMaxIdleConnections instead. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getMaxKeepalivesByLocation(
   String location
)
```

### getMaxLoginAttempts()

Get the number of sequential failed login attempts that will cause a user account to be suspended. Setting this to 0 disables this feature.

```
Unsigned Integer getMaxLoginAttempts()
```

### getMaxLoginExternal()

Get whether or not usernames blocked due to the max_login_attempts limit should also be blocked from authentication against external services (such as LDAP and RADIUS).

```
Boolean getMaxLoginExternal()
```

### getMaxLoginSuspensionTime()

Get number of minutes to suspend users who have exceeded the max_login_attempts limit.

```
Unsigned Integer getMaxLoginSuspensionTime()
```

### getMaxRetries()

This method is now obsolete and is replaced by Pool.getNodeConnectionAttempts.

```
Unsigned Integer getMaxRetries()
```

### getMaximumFDCount()

Get the maximum number of file descriptors that your traffic manager will allocate

```
Unsigned Integer getMaximumFDCount()
```

### getMaximumFDCountByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of file descriptors that your traffic manager will allocate This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getMaximumFDCountByLocation(
```


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```
   String location
)
```

### getMinAlphaChars()

Get the minimum number of alphabetic characters in a password.

```
Unsigned Integer getMinAlphaChars()
```

### getMinNumericChars()

Get the minimum number of numeric characters in a password.

```
Unsigned Integer getMinNumericChars()
```

### getMinPasswordLength()

Get the minimum number of characters a password must contain.

```
Unsigned Integer getMinPasswordLength()
```

### getMinSpecialChars()

Get the minimum number of special characters in a password.

```
Unsigned Integer getMinSpecialChars()
```

### getMinUppercaseChars()

Get the minimum number of uppercase characters in a password.

```
Unsigned Integer getMinUppercaseChars()
```

### getMonitorNumNodes()

Get the maximum number of nodes, pools and locations that can be monitored.

```
Unsigned Integer getMonitorNumNodes()
```

### getMonitorNumNodesByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of nodes, pools and locations that can be monitored. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getMonitorNumNodesByLocation(
   String location
)
```

### getMultipleAccept()

Get whether your traffic manager should try and read multiple new connections each time a new client connects.

```
Boolean getMultipleAccept()
```

### getMultipleAcceptByLocation( location ) throws ObjectDoesNotExist

Get whether your traffic manager should try and read multiple new connections each time a new client connects. This is a location specific function, any action will operate on the specified location.

```
Boolean getMultipleAcceptByLocation(
   String location
)
```

### getNodeConnectionAttempts()

This method is now obsolete and is replaced by Pool.getNodeConnectionAttempts.

```
Unsigned Integer getNodeConnectionAttempts()
```

### getNodeFailTime()

This method is now obsolete and is replaced by Pool.getNodeFailTime.

```
Unsigned Integer getNodeFailTime()
```

### getOCSPCacheSize()

Get the maximum number of cached client certificate OCSP results stored. This cache is used to speed up OCSP checks against client certificates by caching results.

```
Unsigned Integer getOCSPCacheSize()
```

### getOCSPCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of cached client certificate OCSP results stored. This cache is used to speed up OCSP checks against client certificates by caching results. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOCSPCacheSizeByLocation(
   String location
)
```

### getOspfv2Area()

Get the OSPF area in which the traffic manager will operate.

```
String getOspfv2Area()
```

### getOspfv2AreaByLocation( location ) throws ObjectDoesNotExist

Get the OSPF area in which the traffic manager will operate. This is a location specific function, any action will operate on the specified location.

```
String getOspfv2AreaByLocation(
   String location
)
```

### getOspfv2AreaType()

Get the type of OSPF area


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```
GlobalSettings.Ospfv2AreaType getOspfv2AreaType()
```

### getOspfv2AreaTypeByLocation( location ) throws ObjectDoesNotExist

Get the type of OSPF area This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.Ospfv2AreaType getOspfv2AreaTypeByLocation(
   String location
)
```

### getOspfv2AuthenticationKeyIdA()

Get the OSPF key ID

```
Unsigned Integer getOspfv2AuthenticationKeyIdA()
```

### getOspfv2AuthenticationKeyIdAByLocation( location ) throws ObjectDoesNotExist

Get the OSPF key ID This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOspfv2AuthenticationKeyIdAByLocation(
   String location
)
```

### getOspfv2AuthenticationKeyIdB()

Get the OSPF key ID

```
Unsigned Integer getOspfv2AuthenticationKeyIdB()
```

### getOspfv2AuthenticationKeyIdBByLocation( location ) throws ObjectDoesNotExist

Get the OSPF key ID This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOspfv2AuthenticationKeyIdBByLocation(
   String location
)
```

### getOspfv2AuthenticationSharedSecretA()

Get the OSPF MD5 shared secret.

```
String getOspfv2AuthenticationSharedSecretA()
```

### getOspfv2AuthenticationSharedSecretAByLocation( location ) throws ObjectDoesNotExist

Get the OSPF MD5 shared secret. This is a location specific function, any action will operate on the specified location.

```
String getOspfv2AuthenticationSharedSecretAByLocation(
   String location
)
```

### getOspfv2AuthenticationSharedSecretB()

Get the OSPF MD5 shared secret.

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```
String getOspfv2AuthenticationSharedSecretB()
```

### getOspfv2AuthenticationSharedSecretBByLocation( location ) throws ObjectDoesNotExist

Get the OSPF MD5 shared secret. This is a location specific function, any action will operate on the specified location.

```
String getOspfv2AuthenticationSharedSecretBByLocation(
   String location
)
```

### getOspfv2DeadInterval()

Get the number of seconds before declaring a silent router down.

```
Unsigned Integer getOspfv2DeadInterval()
```

### getOspfv2DeadIntervalByLocation( location ) throws ObjectDoesNotExist

Get the number of seconds before declaring a silent router down. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOspfv2DeadIntervalByLocation(
   String location
)
```

### getOspfv2Enabled()

Get whether OSPF Route Health Injection is enabled

```
Boolean getOspfv2Enabled()
```

### getOspfv2EnabledByLocation( location ) throws ObjectDoesNotExist

Get whether OSPF Route Health Injection is enabled This is a location specific function, any action will operate on the specified location.

```
Boolean getOspfv2EnabledByLocation(
   String location
)
```

### getOspfv2HelloInterval()

Get the interval at which OSPF "hello" packets are sent to the network.

```
Unsigned Integer getOspfv2HelloInterval()
```

### getOspfv2HelloIntervalByLocation( location ) throws ObjectDoesNotExist

Get the interval at which OSPF "hello" packets are sent to the network. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOspfv2HelloIntervalByLocation(
   String location
)
```


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### getOspfv2RouterDeadInterval()

This method is now deprecated and is replaced by getOspfv2DeadInterval.

```
Unsigned Integer getOspfv2RouterDeadInterval()
```

### getOspfv2RouterDeadIntervalByLocation( location ) throws ObjectDoesNotExist

This method is now deprecated and is replaced by getOspfv2DeadInterval. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getOspfv2RouterDeadIntervalByLocation(
   String location
)
```

### getPasswordChangesPerDay()

Get the maximum number of times a password can be changed every 24 hours.

```
Unsigned Integer getPasswordChangesPerDay()
```

### getPasswordReuseAfter()

Get the number of times a password must have been changed before it can be reused.

```
Unsigned Integer getPasswordReuseAfter()
```

### getPostLoginBanner()

Get the banner text to be displayed on the appliance console after login.

```
String getPostLoginBanner()
```

### getProtectionConncountSize()

Get the amount of shared memory reserved for an inter-process table of combined connection counts used by Service Protection classes (specified as an absolute size, eg 20MB).

```
String getProtectionConncountSize()
```

### getProtectionConncountSizeByLocation( location ) throws ObjectDoesNotExist

Get the amount of shared memory reserved for an inter-process table of combined connection counts used by Service Protection classes (specified as an absolute size, eg 20MB). This is a location specific function, any action will operate on the specified location.

```
String getProtectionConncountSizeByLocation(
   String location
)
```

### getRESTAuthTimeout()

Get REST authentication timeout.

```
Unsigned Integer getRESTAuthTimeout()
```

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### getRESTEnabled()

Get whether REST service is enabled.

```
Boolean getRESTEnabled()
```

### getRESTMaxHTTPHeaderLength()

Get the maximum allowed length in bytes of a HTTP request's headers.

```
Unsigned Integer getRESTMaxHTTPHeaderLength()
```

### getRESTMaximumFDCount()

Get the maximum number of file descriptors that the REST API will allocate.

```
Unsigned Integer getRESTMaximumFDCount()
```

### getRESTReplicateAbsoluteTime()

Get Absolute time before configuration replication via REST.

```
Unsigned Integer getRESTReplicateAbsoluteTime()
```

### getRESTReplicateLullTime()

Get Lull time for configuration replication via REST.

```
Unsigned Integer getRESTReplicateLullTime()
```

### getRESTReplicateTimeout()

Get the configuration replication timeout via REST.

```
Unsigned Integer getRESTReplicateTimeout()
```

### getRateClassLimit()

Get the maximum number of Rate classes allowed.

```
Unsigned Integer getRateClassLimit()
```

### getRateClassLimitByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of Rate classes allowed. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getRateClassLimitByLocation(
   String location
)
```

### getRecentConns()

Get the details of how many recently closed connections each traffic manager process should save for use with the Connections page.

```
Unsigned Integer getRecentConns()
```


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### getRecentConnsByLocation( location ) throws ObjectDoesNotExist

Get the details of how many recently closed connections each traffic manager process should save for use with the Connections page. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getRecentConnsByLocation(
   String location
)
```

### getRecentConnsRetainTime()

Get for how long a snapshot should be retained on the Connections page.

```
Unsigned Integer getRecentConnsRetainTime()
```

### getRecentConnsRetainTimeByLocation( location ) throws ObjectDoesNotExist

Get for how long a snapshot should be retained on the Connections page. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getRecentConnsRetainTimeByLocation(
   String location
)
```

### getRecentConnsSnapshotSize()

Get the maximum number of connections each traffic manager process should show for a snapshot on the Connections page.

```
Unsigned Integer getRecentConnsSnapshotSize()
```

### getRecentConnsSnapshotSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of connections each traffic manager process should show for a snapshot on the Connections page. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getRecentConnsSnapshotSizeByLocation(
   String location
)
```

### getSLMClassLimit()

Get the maximum number of SLM classes allowed.

```
Unsigned Integer getSLMClassLimit()
```

### getSLMClassLimitByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of SLM classes allowed. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSLMClassLimitByLocation(
   String location
)
```

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### getSNATIPLimit()

This method is now obsolete.

```
Unsigned Integer getSNATIPLimit()
```

### getSNATIPLimitByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getSNATIPLimitByLocation(
   String location
)
```

### getSNATIPLocalPortRangeHigh()

This method is now obsolete.

```
Unsigned Integer getSNATIPLocalPortRangeHigh()
```

### getSNATIPLocalPortRangeHighByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getSNATIPLocalPortRangeHighByLocation(
   String location
)
```

### getSNATSharedPoolSize()

This method is now obsolete.

```
Unsigned Integer getSNATSharedPoolSize()
```

### getSNATSharedPoolSizeByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getSNATSharedPoolSizeByLocation(
   String location
)
```

### getSNMPUserCounters()

Get the number of user defined SNMP counters (this single parameter dictates the numbers of both 32- and 64-bit user counters - there is always the same number of counters of each type).

```
Unsigned Integer getSNMPUserCounters()
```

### getSNMPUserCountersByLocation( location ) throws ObjectDoesNotExist

Get the number of user defined SNMP counters (this single parameter dictates the numbers of both 32- and 64-bit user counters - there is always the same number of counters of each type). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSNMPUserCountersByLocation(
```


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```
   String location
)
```

### getSSL3AllowRehandshake()

This methods is deprecated and is replaced by GlobalSettings.getSSLAllowRehandshake.

```
GlobalSettings.SSL3AllowRehandshake getSSL3AllowRehandshake()
```

### getSSL3AllowRehandshakeByLocation( location ) throws ObjectDoesNotExist

This methods is deprecated and is replaced by GlobalSettings.getSSLAllowRehandshake. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSL3AllowRehandshake getSSL3AllowRehandshakeByLocation(
   String location
)
```

### getSSL3Ciphers()

This method is deprecated and is replaced by GlobalSettings.getSSLCipherSuites.

```
String getSSL3Ciphers()
```

### getSSL3CiphersByLocation( location ) throws ObjectDoesNotExist

This method is deprecated and is replaced by GlobalSettings.getSSLCipherSuites. This is a location specific function, any action will operate on the specified location.

```
String getSSL3CiphersByLocation(
   String location
)
```

### getSSL3DiffieHellmanKeyLength()

This methods is deprecated and is replaced by GlobalSettings.getSSLDiffieHellmanModulusSize.

```
GlobalSettings.SSL3DiffieHellmanKeyLength getSSL3DiffieHellmanKeyLength()
```

### getSSL3DiffieHellmanKeyLengthByLocation( location ) throws ObjectDoesNotExist

This methods is deprecated and is replaced by GlobalSettings.getSSLDiffieHellmanModulusSize. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSL3DiffieHellmanKeyLength getSSL3DiffieHellmanKeyLengthByLocation(
   String location
)
```

### getSSL3MinRehandshakeInterval()

This methods is deprecated and is replaced by GlobalSettings.getSSLMinRehandshakeInterval.

```
Unsigned Integer getSSL3MinRehandshakeInterval()
```

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### getSSLAllowRehandshake()

Get whether SSL/TLS re-handshakes are supported.

```
GlobalSettings.SSLAllowRehandshake getSSLAllowRehandshake()
```

### getSSLAllowRehandshakeByLocation( location ) throws ObjectDoesNotExist

Get whether SSL/TLS re-handshakes are supported. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSLAllowRehandshake getSSLAllowRehandshakeByLocation(
   String location
)
```

### getSSLAzureClientID()

Get the client identifier for the Azure Key Vault.

```
String getSSLAzureClientID()
```

### getSSLAzureClientIDByLocation( location ) throws ObjectDoesNotExist

Get the client identifier for the Azure Key Vault. This is a location specific function, any action will operate on the specified location.

```
String getSSLAzureClientIDByLocation(
   String location
)
```

### getSSLAzureVaultURL()

Get the URL of the Azure Key Vault REST API.

```
String getSSLAzureVaultURL()
```

### getSSLAzureVaultURLByLocation( location ) throws ObjectDoesNotExist

Get the URL of the Azure Key Vault REST API. This is a location specific function, any action will operate on the specified location.

```
String getSSLAzureVaultURLByLocation(
   String location
)
```

### getSSLAzureVerifyRESTAPICert()

Get whether the SSL certificate of the Azure Key Vault REST API will be verified using CAs present in the SSL Certificate Authorities Catalog.

```
Boolean getSSLAzureVerifyRESTAPICert()
```


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### getSSLAzureVerifyRESTAPICertByLocation( location ) throws ObjectDoesNotExist

Get whether the SSL certificate of the Azure Key Vault REST API will be verified using CAs present in the SSL Certificate Authorities Catalog. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLAzureVerifyRESTAPICertByLocation(
   String location
)
```

### getSSLCRLMemSize()

Get the size of the CRL shared memory.

```
String getSSLCRLMemSize()
```

### getSSLCRLMemSizeByLocation( location ) throws ObjectDoesNotExist

Get the size of the CRL shared memory. This is a location specific function, any action will operate on the specified location.

```
String getSSLCRLMemSizeByLocation(
   String location
)
```

### getSSLCipherSuites()

Get the SSL/TLS cipher suites preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
String getSSLCipherSuites()
```

### getSSLCipherSuitesByLocation( location ) throws ObjectDoesNotExist

Get the SSL/TLS cipher suites preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
String getSSLCipherSuitesByLocation(
   String location
)
```

### getSSLClientCacheEnabled()

Get whether the SSL client cache will be used, unless overridden by pool settings.

```
Boolean getSSLClientCacheEnabled()
```

### getSSLClientCacheEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether the SSL client cache will be used, unless overridden by pool settings. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLClientCacheEnabledByLocation(
   String location
)
```

### getSSLClientCacheExpiry()

Get the length of time that SSL sessions are stored in the client cache (for SSL encryption), in seconds.

```
Unsigned Integer getSSLClientCacheExpiry()
```

### getSSLClientCacheExpiryByLocation( location ) throws ObjectDoesNotExist

Get the length of time that SSL sessions are stored in the client cache (for SSL encryption), in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLClientCacheExpiryByLocation(
   String location
)
```

### getSSLClientCacheSize()

Get the number of entries in the SSL encryption session cache.

```
Unsigned Integer getSSLClientCacheSize()
```

### getSSLClientCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the number of entries in the SSL encryption session cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLClientCacheSizeByLocation(
   String location
)
```

### getSSLClientTicketsEnabled()

Get whether session tickets may be requested and stored in the SSL client cache.

```
Boolean getSSLClientTicketsEnabled()
```

### getSSLClientTicketsEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether session tickets may be requested and stored in the SSL client cache. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLClientTicketsEnabledByLocation(
   String location
)
```

### getSSLDFailureCount()

getSSLDFailureCount is deprecated, please use getSSLHardwareFailureCount instead.

```
Unsigned Integer getSSLDFailureCount()
```

### getSSLDFailureCountByLocation( location ) throws ObjectDoesNotExist

getSSLDFailureCount is deprecated, please use getSSLHardwareFailureCount instead. This is a location specific function, any action will operate on the specified location.


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```
Unsigned Integer getSSLDFailureCountByLocation(
   String location
)
```

### getSSLDPKCS11Lib()

getSSLDPKCS11Lib is deprecated, please use getSSLHardwarePKCS11Lib instead.

```
String getSSLDPKCS11Lib()
```

### getSSLDPKCS11LibByLocation( location ) throws ObjectDoesNotExist

getSSLDPKCS11Lib is deprecated, please use getSSLHardwarePKCS11Lib instead. This is a location specific function, any action will operate on the specified location.

```
String getSSLDPKCS11LibByLocation(
   String location
)
```

### getSSLDiffieHellmanModulusSize()

Get the number of bits to use for the finite field Diffie-Hellman modulus

```
GlobalSettings.SSLDiffieHellmanModulusSize getSSLDiffieHellmanModulusSize()
```

### getSSLDiffieHellmanModulusSizeByLocation( location ) throws ObjectDoesNotExist

Get the number of bits to use for the finite field Diffie-Hellman modulus This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSLDiffieHellmanModulusSize getSSLDiffieHellmanModulusSizeByLocation(
   String location
)
```

### getSSLEllipticCurves()

Get the elliptic curve preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
String getSSLEllipticCurves()
```

### getSSLEllipticCurvesByLocation( location ) throws ObjectDoesNotExist

Get the elliptic curve preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
String getSSLEllipticCurvesByLocation(
   String location
)
```

### getSSLHardwareAccelerator()

Get whether your traffic manager should always attempt to use SSL hardware.

```
Boolean getSSLHardwareAccelerator()
```

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### getSSLHardwareAcceleratorByLocation( location ) throws ObjectDoesNotExist

Get whether your traffic manager should always attempt to use SSL hardware. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLHardwareAcceleratorByLocation(
   String location
)
```

### getSSLHardwareFailureCount()

Get the number of consecutive failures from the SSL hardware that will be tolerated before your traffic manager tries to log in again.

```
Unsigned Integer getSSLHardwareFailureCount()
```

### getSSLHardwareFailureCountByLocation( location ) throws ObjectDoesNotExist

Get the number of consecutive failures from the SSL hardware that will be tolerated before your traffic manager tries to log in again. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLHardwareFailureCountByLocation(
   String location
)
```

### getSSLHardwarePKCS11Lib()

Get the location of the PKCS#11 library supplied by your hardware vendor.

```
String getSSLHardwarePKCS11Lib()
```

### getSSLHardwarePKCS11LibByLocation( location ) throws ObjectDoesNotExist

Get the location of the PKCS#11 library supplied by your hardware vendor. This is a location specific function, any action will operate on the specified location.

```
String getSSLHardwarePKCS11LibByLocation(
   String location
)
```

### getSSLHardwarePKCS11SlotLabel()

Get the label of the SSL hardware slot to use.

```
String getSSLHardwarePKCS11SlotLabel()
```

### getSSLHardwarePKCS11SlotLabelByLocation( location ) throws ObjectDoesNotExist

Get the label of the SSL hardware slot to use. This is a location specific function, any action will operate on the specified location.

```
String getSSLHardwarePKCS11SlotLabelByLocation(
   String location
)
```


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### getSSLHardwarePKCS11SlotType()

Get the type of PKCS11 slot to use. Only used for PKCS11.

```
GlobalSettings.SSLHardwarePKCS11SlotType getSSLHardwarePKCS11SlotType()
```

### getSSLHardwarePKCS11SlotTypeByLocation( location ) throws ObjectDoesNotExist

Get the type of PKCS11 slot to use. Only used for PKCS11. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSLHardwarePKCS11SlotType getSSLHardwarePKCS11SlotTypeByLocation(
   String location
)
```

### getSSLHardwareType()

Get the device driver library name.

```
GlobalSettings.SSLHardwareType getSSLHardwareType()
```

### getSSLHardwareTypeByLocation( location ) throws ObjectDoesNotExist

Get the device driver library name. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SSLHardwareType getSSLHardwareTypeByLocation(
   String location
)
```

### getSSLHonorFallbackSCSV()

Get whether ssl-decrypting Virtual Servers honor the Fallback SCSV

```
Boolean getSSLHonorFallbackSCSV()
```

### getSSLHonorFallbackSCSVByLocation( location ) throws ObjectDoesNotExist

Get whether ssl-decrypting Virtual Servers honor the Fallback SCSV This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLHonorFallbackSCSVByLocation(
   String location
)
```

### getSSLInsertExtraFragment()

Get whether SSL3 and TLS1 use one byte fragments

```
Boolean getSSLInsertExtraFragment()
```

### getSSLInsertExtraFragmentByLocation( location ) throws ObjectDoesNotExist

Get whether SSL3 and TLS1 use one byte fragments This is a location specific function, any action will operate on the specified location.

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```
Boolean getSSLInsertExtraFragmentByLocation(
   String location
)
```

### getSSLLogKeys()

Get Whether SSL key logging should be available.

```
Boolean getSSLLogKeys()
```

### getSSLLogKeysByLocation( location ) throws ObjectDoesNotExist

Get Whether SSL key logging should be available. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLLogKeysByLocation(
   String location
)
```

### getSSLMaxHandshakeMessageSize()

Get the maximum acceptable size (in bytes) a SSL handshake message is permitted to be.

```
Unsigned Integer getSSLMaxHandshakeMessageSize()
```

### getSSLMaxHandshakeMessageSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum acceptable size (in bytes) a SSL handshake message is permitted to be. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLMaxHandshakeMessageSizeByLocation(
   String location
)
```

### getSSLMiddleboxCompatibility()

Get whether TLS 1.3 middlebox compatibility mode will be used, unless overridden by pool settings.

```
Boolean getSSLMiddleboxCompatibility()
```

### getSSLMiddleboxCompatibilityByLocation( location ) throws ObjectDoesNotExist

Get whether TLS 1.3 middlebox compatibility mode will be used, unless overridden by pool settings. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLMiddleboxCompatibilityByLocation(
   String location
)
```

### getSSLMinRehandshakeInterval()

Get the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection.

```
Unsigned Integer getSSLMinRehandshakeInterval()
```


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### getSSLMinRehandshakeIntervalByLocation( location ) throws ObjectDoesNotExist

Get the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLMinRehandshakeIntervalByLocation(
   String location
)
```

### getSSLOCSPStaplingDefaultRefreshInterval()

Get how long to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling, if we don't have an up-to-date OCSP response.

```
Unsigned Integer getSSLOCSPStaplingDefaultRefreshInterval()
```

### getSSLOCSPStaplingDefaultRefreshIntervalByLocation( location ) throws ObjectDoesNotExist

Get how long to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling, if we don't have an up-to-date OCSP response. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLOCSPStaplingDefaultRefreshIntervalByLocation(
   String location
)
```

### getSSLOCSPStaplingMaximumRefreshInterval()

Get maximum number of seconds to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling. (0 means no maximum.)

```
Unsigned Integer getSSLOCSPStaplingMaximumRefreshInterval()
```

### getSSLOCSPStaplingMaximumRefreshIntervalByLocation( location ) throws ObjectDoesNotExist

Get maximum number of seconds to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling. (0 means no maximum.) This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLOCSPStaplingMaximumRefreshIntervalByLocation(
   String location
)
```

### getSSLOCSPStaplingMemSize()

Get the size of the OCSP stapling response shared memory.

```
String getSSLOCSPStaplingMemSize()
```

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### getSSLOCSPStaplingMemSizeByLocation( location ) throws ObjectDoesNotExist

Get the size of the OCSP stapling response shared memory. This is a location specific function, any action will operate on the specified location.

```
String getSSLOCSPStaplingMemSizeByLocation(
   String location
)
```

### getSSLOCSPStaplingTimeTolerance()

Get how many seconds to allow the current time to be outside the validity time of an OCSP response before considering it invalid.

```
Unsigned Integer getSSLOCSPStaplingTimeTolerance()
```

### getSSLOCSPStaplingTimeToleranceByLocation( location ) throws ObjectDoesNotExist

Get how many seconds to allow the current time to be outside the validity time of an OCSP response before considering it invalid. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLOCSPStaplingTimeToleranceByLocation(
   String location
)
```

### getSSLOCSPStaplingVerifyResponse()

Get whether to verify the OCSP response signature before caching a response for OCSP stapling.

```
Boolean getSSLOCSPStaplingVerifyResponse()
```

### getSSLOCSPStaplingVerifyResponseByLocation( location ) throws ObjectDoesNotExist

Get whether to verify the OCSP response signature before caching a response for OCSP stapling. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLOCSPStaplingVerifyResponseByLocation(
   String location
)
```

### getSSLPreventTimingSideChannels()

This method is now obsolete

```
Boolean getSSLPreventTimingSideChannels()
```

### getSSLPreventTimingSideChannelsByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete

```
Boolean getSSLPreventTimingSideChannelsByLocation(
   String location
)
```


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### getSSLSessionCachePerVirtualserver()

Get whether an SSL session created by a given virtual server can only be resumed by a connection to the same virtual server.

```
Boolean getSSLSessionCachePerVirtualserver()
```

### getSSLSessionCachePerVirtualserverByLocation( location ) throws ObjectDoesNotExist

Get whether an SSL session created by a given virtual server can only be resumed by a connection to the same virtual server. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSessionCachePerVirtualserverByLocation(
   String location
)
```

### getSSLSessionCacheSize()

Get the maximum number of entries in the SSL session cache. This is used to provide persistence based on SSL session IDs.

```
Unsigned Integer getSSLSessionCacheSize()
```

### getSSLSessionCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the SSL session cache. This is used to provide persistence based on SSL session IDs. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLSessionCacheSizeByLocation(
   String location
)
```

### getSSLSessionIDCacheEnabled()

Get whether the SSL server session cache is enabled, unless overridden by virtual server settings.

```
Boolean getSSLSessionIDCacheEnabled()
```

### getSSLSessionIDCacheEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether the SSL server session cache is enabled, unless overridden by virtual server settings. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSessionIDCacheEnabledByLocation(
   String location
)
```

### getSSLSessionIDCacheExpiryTime()

Get the length of time that SSL session IDs are stored, in seconds.

```
Unsigned Integer getSSLSessionIDCacheExpiryTime()
```

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### getSSLSessionIDCacheExpiryTimeByLocation( location ) throws ObjectDoesNotExist

Get the length of time that SSL session IDs are stored, in seconds. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLSessionIDCacheExpiryTimeByLocation(
   String location
)
```

### getSSLSessionIDCacheSize()

Get the number of entries in the SSL session ID cache.

```
Unsigned Integer getSSLSessionIDCacheSize()
```

### getSSLSessionIDCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the number of entries in the SSL session ID cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSSLSessionIDCacheSizeByLocation(
   String location
)
```

### getSSLSignatureAlgorithms()

Get the SSL/TLS signature algorithms preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
String getSSLSignatureAlgorithms()
```

### getSSLSignatureAlgorithmsByLocation( location ) throws ObjectDoesNotExist

Get the SSL/TLS signature algorithms preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
String getSSLSignatureAlgorithmsByLocation(
   String location
)
```

### getSSLSupportSSL2()

This method is now deprecated.

```
Boolean getSSLSupportSSL2()
```

### getSSLSupportSSL2ByLocation( location ) throws ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportSSL2ByLocation(
   String location
)
```


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### getSSLSupportSSL3()

Get whether SSLv3 support is enabled.

```
Boolean getSSLSupportSSL3()
```

### getSSLSupportSSL3ByLocation( location ) throws ObjectDoesNotExist

Get whether SSLv3 support is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportSSL3ByLocation(
   String location
)
```

### getSSLSupportTLS1()

Get whether TLSv1 support is enabled.

```
Boolean getSSLSupportTLS1()
```

### getSSLSupportTLS11()

Get whether TLSv1.1 support is enabled.

```
Boolean getSSLSupportTLS11()
```

### getSSLSupportTLS11ByLocation( location ) throws ObjectDoesNotExist

Get whether TLSv1.1 support is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportTLS11ByLocation(
   String location
)
```

### getSSLSupportTLS12()

Get whether TLSv1.2 support is enabled.

```
Boolean getSSLSupportTLS12()
```

### getSSLSupportTLS12ByLocation( location ) throws ObjectDoesNotExist

Get whether TLSv1.2 support is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportTLS12ByLocation(
   String location
)
```

### getSSLSupportTLS13()

Get whether TLSv1.3 support is enabled.

```
Boolean getSSLSupportTLS13()
```

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### getSSLSupportTLS13ByLocation( location ) throws ObjectDoesNotExist

Get whether TLSv1.3 support is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportTLS13ByLocation(
   String location
)
```

### getSSLSupportTLS1ByLocation( location ) throws ObjectDoesNotExist

Get whether TLSv1 support is enabled. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLSupportTLS1ByLocation(
   String location
)
```

### getSSLTicketsEnabled()

Get whether use of session tickets is enabled, unless overridden by virtual server settings.

```
Boolean getSSLTicketsEnabled()
```

### getSSLTicketsEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether use of session tickets is enabled, unless overridden by virtual server settings. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLTicketsEnabledByLocation(
   String location
)
```

### getSSLTicketsReissuePolicy()

Get the SSL tickets reissue policy

```
GlobalSettings.SSLTicketsReissuePolicy getSSLTicketsReissuePolicy()
```

### getSSLTicketsTicketExpiry()

Get the length of time for which an SSL session ticket will be accepted by a virtual server after the ticket is created.

```
Unsigned Integer getSSLTicketsTicketExpiry()
```

### getSSLTicketsTicketKeyExpiry()

Get the length of time for which an auto-generated SSL ticket key will be used to decrypt old session tickets.

```
Unsigned Integer getSSLTicketsTicketKeyExpiry()
```

### getSSLTicketsTicketKeyRotation()

Get the length of time for which an auto-generated SSL ticket key will be used to encrypt new session tickets.


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```
Unsigned Integer getSSLTicketsTicketKeyRotation()
```

### getSSLTicketsTimeTolerance()

Get the number of seconds to allow the current time to be outside the validity time of an SSL ticket before considering it invalid.

```
Unsigned Integer getSSLTicketsTimeTolerance()
```

### getSSLValidateServerCertificatesCatalog()

Get whether SSL server certificates are validated.

```
Boolean getSSLValidateServerCertificatesCatalog()
```

### getSSLValidateServerCertificatesCatalogByLocation( location ) throws ObjectDoesNotExist

Get whether SSL server certificates are validated. This is a location specific function, any action will operate on the specified location.

```
Boolean getSSLValidateServerCertificatesCatalogByLocation(
   String location
)
```

### getSharedPoolSize()

Get is the size of shared memory pool to be used for shared storage across worker processes.

```
String getSharedPoolSize()
```

### getSharedPoolSizeByLocation( location ) throws ObjectDoesNotExist

Get is the size of shared memory pool to be used for shared storage across worker processes. This is a location specific function, any action will operate on the specified location.

```
String getSharedPoolSizeByLocation(
   String location
)
```

### getSoapIdleMinutes()

Get the number of minutes the SOAP server remain idle before exiting

```
Unsigned Integer getSoapIdleMinutes()
```

### getSoapIdleMinutesByLocation( location ) throws ObjectDoesNotExist

Get the number of minutes the SOAP server remain idle before exiting This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSoapIdleMinutesByLocation(
   String location
)
```

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### getSocketOptimizations()

Get whether potential network socket optimisations should be used.

```
GlobalSettings.SocketOptimizations getSocketOptimizations()
```

### getSocketOptimizationsByLocation( location ) throws ObjectDoesNotExist

Get whether potential network socket optimisations should be used. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SocketOptimizations getSocketOptimizationsByLocation(
   String location
)
```

### getSsldAccel()

getSsldAccel is deprecated, please use getSSLHardwareAccelerator instead.

```
Boolean getSsldAccel()
```

### getSsldAccelByLocation( location ) throws ObjectDoesNotExist

getSsldAccel is deprecated, please use getSSLHardwareAccelerator instead. This is a location specific function, any action will operate on the specified location.

```
Boolean getSsldAccelByLocation(
   String location
)
```

### getSsldLibrary()

getSsldLibrary is deprecated, please use getSSLHardwareType instead.

```
GlobalSettings.SsldLibrary getSsldLibrary()
```

### getSsldLibraryByLocation( location ) throws ObjectDoesNotExist

getSsldLibrary is deprecated, please use getSSLHardwareType instead. This is a location specific function, any action will operate on the specified location.

```
GlobalSettings.SsldLibrary getSsldLibraryByLocation(
   String location
)
```

### getStateSyncTime()

Get how often the cache state is propagated to other traffic managers in the cluster, in seconds.

```
Unsigned Integer getStateSyncTime()
```

### getStateSyncTimeByLocation( location ) throws ObjectDoesNotExist

Get how often the cache state is propagated to other traffic managers in the cluster, in seconds. This is a location specific function, any action will operate on the specified location.


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```
Unsigned Integer getStateSyncTimeByLocation(
   String location
)
```

### getStateSyncTimeout()

Get the timeout for state propagation between cluster members, in seconds

```
Unsigned Integer getStateSyncTimeout()
```

### getStateSyncTimeoutByLocation( location ) throws ObjectDoesNotExist

Get the timeout for state propagation between cluster members, in seconds This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getStateSyncTimeoutByLocation(
   String location
)
```

### getSystemReadBufferSize()

Get the size of the operating system's read buffer, in bytes (0 means use the system default).

```
Unsigned Integer getSystemReadBufferSize()
```

### getSystemReadBufferSizeByLocation( location ) throws ObjectDoesNotExist

Get the size of the operating system's read buffer, in bytes (0 means use the system default). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSystemReadBufferSizeByLocation(
   String location
)
```

### getSystemWriteBufferSize()

Get the size of the operating system's write buffer, in bytes (0 means use the system default).

```
Unsigned Integer getSystemWriteBufferSize()
```

### getSystemWriteBufferSizeByLocation( location ) throws ObjectDoesNotExist

Get the size of the operating system's write buffer, in bytes (0 means use the system default). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getSystemWriteBufferSizeByLocation(
   String location
)
```

### getTelemetryEnabled()

Get allow the reporting of anonymized usage data to Pulse Secure for product improvement and customer support purposes.

```
Boolean getTelemetryEnabled()
```

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### getTelemetryEnabledByLocation( location ) throws ObjectDoesNotExist

Get allow the reporting of anonymized usage data to Pulse Secure for product improvement and customer support purposes. This is a location specific function, any action will operate on the specified location.

```
Boolean getTelemetryEnabledByLocation(
   String location
)
```

### getTrackUnknownUsers()

Get whether to remember past login attempts from usernames that are not known to exist (should be No for an Admin Server accessible from the public Internet).

```
Boolean getTrackUnknownUsers()
```

### getTrafficIPGroupLimit()

Get the maximum number of Traffic IP Groups allowed.

```
Unsigned Integer getTrafficIPGroupLimit()
```

### getTrafficIPGroupLimitByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of Traffic IP Groups allowed. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficIPGroupLimitByLocation(
   String location
)
```

### getTrafficScriptExecutionTimeWarning()

Get the number of milliseconds a rule can run for before a warning is logged.

```
Unsigned Integer getTrafficScriptExecutionTimeWarning()
```

### getTrafficScriptExecutionTimeWarningByLocation( location ) throws ObjectDoesNotExist

Get the number of milliseconds a rule can run for before a warning is logged. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficScriptExecutionTimeWarningByLocation(
   String location
)
```

### getTrafficScriptMemoryWarning()

Get the amount of buffered network data a TrafficScript rule can buffer before a warning is logged, in bytes.

```
Unsigned Integer getTrafficScriptMemoryWarning()
```

### getTrafficScriptMemoryWarningByLocation( location ) throws ObjectDoesNotExist

Get the amount of buffered network data a TrafficScript rule can buffer before a warning is logged, in bytes. This is a location specific function, any action will operate on the specified location.


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```
Unsigned Integer getTrafficScriptMemoryWarningByLocation(
   String location
)
```

### getTrafficscriptArrayElements()

This method is now obsolete.

```
Unsigned Integer getTrafficscriptArrayElements()
```

### getTrafficscriptArrayElementsByLocation( location ) throws ObjectDoesNotExist

This method is now obsolete.

```
Unsigned Integer getTrafficscriptArrayElementsByLocation(
   String location
)
```

### getTrafficscriptDataLocalSize()

Get the maximum size of the TrafficScript local data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB)

```
String getTrafficscriptDataLocalSize()
```

### getTrafficscriptDataLocalSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum size of the TrafficScript local data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
String getTrafficscriptDataLocalSizeByLocation(
   String location
)
```

### getTrafficscriptDataSize()

Get the maximum size of the TrafficScript shared data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB)

```
String getTrafficscriptDataSize()
```

### getTrafficscriptDataSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum size of the TrafficScript shared data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
String getTrafficscriptDataSizeByLocation(
   String location
)
```

### getTrafficscriptMaxInstr()

Get the maximum number of instructions a TrafficScript rule will run before being aborted.

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```
Unsigned Integer getTrafficscriptMaxInstr()
```

### getTrafficscriptMaxInstrByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of instructions a TrafficScript rule will run before being aborted. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficscriptMaxInstrByLocation(
   String location
)
```

### getTrafficscriptRegexCacheSize()

Get the number of regular expressions to cache

```
Unsigned Integer getTrafficscriptRegexCacheSize()
```

### getTrafficscriptRegexCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the number of regular expressions to cache This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficscriptRegexCacheSizeByLocation(
   String location
)
```

### getTrafficscriptRegexMatchLimit()

Get the maximum number of ways TrafficScript will attempt to match a regular expression at each position in the subject string, before it aborts the rule and reports a TrafficScript error.

```
Unsigned Integer getTrafficscriptRegexMatchLimit()
```

### getTrafficscriptRegexMatchLimitByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of ways TrafficScript will attempt to match a regular expression at each position in the subject string, before it aborts the rule and reports a TrafficScript error. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficscriptRegexMatchLimitByLocation(
   String location
)
```

### getTrafficscriptRegexMatchWarnPerc()

Get the percentage of trafficscript!regex_match_limit at which TrafficScript reports a performance warning.

```
Unsigned Integer getTrafficscriptRegexMatchWarnPerc()
```

### getTrafficscriptRegexMatchWarnPercByLocation( location ) throws ObjectDoesNotExist

Get the percentage of trafficscript!regex_match_limit at which TrafficScript reports a performance warning. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getTrafficscriptRegexMatchWarnPercByLocation(
```


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```
   String location
)
```

### getTrafficscriptVariablePoolUse()

Get whether the 'pool.use' and 'pool.select' TrafficScript functions accept variables as well as literal strings.

```
Boolean getTrafficscriptVariablePoolUse()
```

### getTrafficscriptVariablePoolUseByLocation( location ) throws ObjectDoesNotExist

Get whether the 'pool.use' and 'pool.select' TrafficScript functions accept variables as well as literal strings. This is a location specific function, any action will operate on the specified location.

```
Boolean getTrafficscriptVariablePoolUseByLocation(
   String location
)
```

### getTransactionExportEnabled()

Get whether to export metadata about transactions processed by the traffic manager to an external location.

```
Boolean getTransactionExportEnabled()
```

### getTransactionExportEnabledByLocation( location ) throws ObjectDoesNotExist

Get whether to export metadata about transactions processed by the traffic manager to an external location. This is a location specific function, any action will operate on the specified location.

```
Boolean getTransactionExportEnabledByLocation(
   String location
)
```

### getTransactionExportEndpoint()

Get the endpoint to which transaction metadata should be exported.

```
String getTransactionExportEndpoint()
```

### getTransactionExportEndpointByLocation( location ) throws ObjectDoesNotExist

Get the endpoint to which transaction metadata should be exported. This is a location specific function, any action will operate on the specified location.

```
String getTransactionExportEndpointByLocation(
   String location
)
```

### getTransactionExportTLS()

Get whether the connection to the specified endpoint should be encrypted.

```
Boolean getTransactionExportTLS()
```

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### getTransactionExportTLSByLocation( location ) throws ObjectDoesNotExist

Get whether the connection to the specified endpoint should be encrypted. This is a location specific function, any action will operate on the specified location.

```
Boolean getTransactionExportTLSByLocation(
   String location
)
```

### getTransactionExportTLSVerify()

Get whether the server certificate presented by the endpoint should be verified, preventing a connection from being established if the certificate does not match the server name, is self-signed, is expired, is revoked, or has an unknown CA.

```
Boolean getTransactionExportTLSVerify()
```

### getTransactionExportTLSVerifyByLocation( location ) throws ObjectDoesNotExist

Get whether the server certificate presented by the endpoint should be verified, preventing a connection from being established if the certificate does not match the server name, is self-signed, is expired, is revoked, or has an unknown CA. This is a location specific function, any action will operate on the specified location.

```
Boolean getTransactionExportTLSVerifyByLocation(
   String location
)
```

### getUipageBanner()

Get the banner text to be displayed on all Admin Server pages.

```
String getUipageBanner()
```

### getUniversalSessionCacheSize()

Get the maximum number of entries in the universal session cache.

```
Unsigned Integer getUniversalSessionCacheSize()
```

### getUniversalSessionCacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of entries in the universal session cache. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getUniversalSessionCacheSizeByLocation(
   String location
)
```

### getWatchdogTimeout()

Get the maximum time in seconds a process can fail to update its heartbeat, before the watchdog considers it to have stalled.

```
Unsigned Integer getWatchdogTimeout()
```


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### getWatchdogTimeoutByLocation( location ) throws ObjectDoesNotExist

Get the maximum time in seconds a process can fail to update its heartbeat, before the watchdog considers it to have stalled. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getWatchdogTimeoutByLocation(
   String location
)
```

### getWebcacheAvgPathLength()

Get the estimated average length of the path for resources to be cached

```
Unsigned Integer getWebcacheAvgPathLength()
```

### getWebcacheAvgPathLengthByLocation( location ) throws ObjectDoesNotExist

Get the estimated average length of the path for resources to be cached This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getWebcacheAvgPathLengthByLocation(
   String location
)
```

### getWebcacheDisk()

Get whether the webcache is stored on disk

```
Boolean getWebcacheDisk()
```

### getWebcacheDiskByLocation( location ) throws ObjectDoesNotExist

Get whether the webcache is stored on disk This is a location specific function, any action will operate on the specified location.

```
Boolean getWebcacheDiskByLocation(
   String location
)
```

### getWebcacheDiskDir()

Get the disk cache location

```
String getWebcacheDiskDir()
```

### getWebcacheDiskDirByLocation( location ) throws ObjectDoesNotExist

Get the disk cache location This is a location specific function, any action will operate on the specified location.

```
String getWebcacheDiskDirByLocation(
   String location
)
```

### getWebcacheMaxFileNum()

Get the maximum number of files that can be stored in the web cache

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```
Unsigned Integer getWebcacheMaxFileNum()
```

### getWebcacheMaxFileNumByLocation( location ) throws ObjectDoesNotExist

Get the maximum number of files that can be stored in the web cache This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getWebcacheMaxFileNumByLocation(
   String location
)
```

### getWebcacheMaxFileSize()

Get the largest size of a cacheable object, relative to the total cache size, e.g. '2%', or as an absolute size in kB (default), MB or GB, e.g. '20MB'.

```
String getWebcacheMaxFileSize()
```

### getWebcacheMaxFileSizeByLocation( location ) throws ObjectDoesNotExist

Get the largest size of a cacheable object, relative to the total cache size, e.g. '2%', or as an absolute size in kB (default), MB or GB, e.g. '20MB'. This is a location specific function, any action will operate on the specified location.

```
String getWebcacheMaxFileSizeByLocation(
   String location
)
```

### getWebcacheMaxPathLength()

Get the maximum length of the path for the resource being cached

```
Unsigned Integer getWebcacheMaxPathLength()
```

### getWebcacheMaxPathLengthByLocation( location ) throws ObjectDoesNotExist

Get the maximum length of the path for the resource being cached This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer getWebcacheMaxPathLengthByLocation(
   String location
)
```

### getWebcacheNormalizeQuery()

Get whether the assignment sub-strings in the parameter string are put into alphabetical order.

```
Boolean getWebcacheNormalizeQuery()
```

### getWebcacheNormalizeQueryByLocation( location ) throws ObjectDoesNotExist

Get whether the assignment sub-strings in the parameter string are put into alphabetical order. This is a location specific function, any action will operate on the specified location.

```
Boolean getWebcacheNormalizeQueryByLocation(
```


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```
   String location
)
```

### getWebcacheSize()

Get the maximum size of the HTTP web page cache, (specified as a percentage of system RAM, e.g. '20%', or an absolute size, e.g. 200MB)

```
String getWebcacheSize()
```

### getWebcacheSizeByLocation( location ) throws ObjectDoesNotExist

Get the maximum size of the HTTP web page cache, (specified as a percentage of system RAM, e.g. '20%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
String getWebcacheSizeByLocation(
   String location
)
```

### getWebcacheVerbose()

Get whether an X-Cache-Info header to show cacheability should be added.

```
Boolean getWebcacheVerbose()
```

### getWebcacheVerboseByLocation( location ) throws ObjectDoesNotExist

Get whether an X-Cache-Info header to show cacheability should be added. This is a location specific function, any action will operate on the specified location.

```
Boolean getWebcacheVerboseByLocation(
   String location
)
```

### removeApplianceReturnPathRoutes( value ) throws InvalidInput, DeploymentError

Remove a set of return path routes (MAC/IP mappings) from the configuration.

```
void removeApplianceReturnPathRoutes(
   GlobalSettings.ReturnPathRoute[] value
)
```

### removeApplianceReturnPathRoutesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Remove a set of return path routes (MAC/IP mappings) from the configuration. This is a location specific function, any action will operate on the specified location.

```
void removeApplianceReturnPathRoutesByLocation(
   String location
   GlobalSettings.ReturnPathRoute[] value
)
```

### removeFlipperFrontendCheckAddresses( values ) throws InvalidInput, DeploymentError

Remove IP addresses from the list that should be used to check front-end connectivity

```
void removeFlipperFrontendCheckAddresses(
   String[] values
)
```

### removeFlipperFrontendCheckAddressesByLocation( location, values ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Remove IP addresses from the list that should be used to check front-end connectivity This is a location specific function, any action will operate on the specified location.

```
void removeFlipperFrontendCheckAddressesByLocation(
   String location
   String[] values
)
```

### removeLicenseServers( values )

Remove A list of license servers for FLA licensing.

```
void removeLicenseServers(
   String[] values
)
```

### removeLicenseServersByLocation( location, values ) throws ObjectDoesNotExist

Remove A list of license servers for FLA licensing. This is a location specific function, any action will operate on the specified location.

```
void removeLicenseServersByLocation(
   String location
   String[] values
)
```

### setASPSessionCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the ASP session cache.

```
void setASPSessionCacheSize(
   Unsigned Integer value
)
```

### setASPSessionCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the ASP session cache. This is a location specific function, any action will operate on the specified location.

```
void setASPSessionCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setAcceptingDelay( value ) throws InvalidInput, DeploymentError

Set how often each traffic manager child process checks whether it should be accepting new connections.


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```
void setAcceptingDelay(
   Unsigned Integer value
)
```

### setAcceptingDelayByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how often each traffic manager child process checks whether it should be accepting new connections. This is a location specific function, any action will operate on the specified location.

```
void setAcceptingDelayByLocation(
   String location
   Unsigned Integer value
)
```

### setAdminAllowRehandshake( value ) throws InvalidInput, DeploymentError

Set whether SSL / TLS re-handshakes are supported.

```
void setAdminAllowRehandshake(
   GlobalSettings.AdminAllowRehandshake value
)
```

### setAdminDiffieHellmanKeyLength( value ) throws InvalidInput, DeploymentError

Set the number of bits to use for Diffie-Hellman keys

```
void setAdminDiffieHellmanKeyLength(
   GlobalSettings.AdminDiffieHellmanKeyLength value
)
```

### setAdminHonorFallbackSCSV( value ) throws InvalidInput, DeploymentError

Set whether admin server, internal control port and config daemon honor the Fallback SCSV

```
void setAdminHonorFallbackSCSV(
   Boolean value
)
```

### setAdminInsertExtraFragment( value ) throws InvalidInput, DeploymentError

Set whether admin server SSL3 and TLS1 use one byte fragments

```
void setAdminInsertExtraFragment(
   Boolean value
)
```

### setAdminMinRehandshakeInterval( value ) throws InvalidInput, DeploymentError

Set the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection.

```
void setAdminMinRehandshakeInterval(
   Unsigned Integer value
)
```

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### setAdminSSLCiphers( value ) throws InvalidInput, DeploymentError

Set the list of configured SSL ciphers for admin server and internal connections (available ciphers can be displayed using the command $ZEUSHOME/zxtm/bin/zeus.zxtm -s).

```
void setAdminSSLCiphers(
   String value
)
```

### setAdminSSLEllipticCurves( value ) throws InvalidInput, DeploymentError

Set the elliptic curve preference list for SSL connections to the admin server and within the traffic manager cluster.

```
void setAdminSSLEllipticCurves(
   String value
)
```

### setAdminSSLMaxHandshakeMessageSize( value ) throws InvalidInput, DeploymentError

Set the maximum acceptable size (in bytes) a SSL handshake message is permitted to be for admin and internal connections.

```
void setAdminSSLMaxHandshakeMessageSize(
   Unsigned Integer value
)
```

### setAdminSSLPreventTimingSideChannels( value ) throws InvalidInput, DeploymentError

Set an obsolete config value that has no effect.

```
void setAdminSSLPreventTimingSideChannels(
   Boolean value
)
```

### setAdminSSLSignatureAlgorithms( value ) throws InvalidInput, DeploymentError

Set the SSL signature algorithms preference list for SSL connections to the admin server and within the zxtm cluster.

```
void setAdminSSLSignatureAlgorithms(
   String value
)
```

### setAdminSSLSupportTLS11( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.1 support is enabled for admin server and internal connections.

```
void setAdminSSLSupportTLS11(
   Boolean value
)
```

### setAdminSSLSupportTLS12( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.2 support is enabled for admin server and internal connections.


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```
void setAdminSSLSupportTLS12(
   Boolean value
)
```

### setAdminSSLSupportTLS13( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.3 support is enabled for admin server and internal connections.

```
void setAdminSSLSupportTLS13(
   Boolean value
)
```

### setAdminSupportSSL2( value ) throws InvalidInput, DeploymentError

This method is now deprecated.

```
void setAdminSupportSSL2(
   Boolean value
)
```

### setAdminSupportSSL3( value ) throws InvalidInput, DeploymentError

Set whether SSLv3 support is enabled for admin server and internal connections.

```
void setAdminSupportSSL3(
   Boolean value
)
```

### setAdminSupportTLS1( value ) throws InvalidInput, DeploymentError

Set whether TLSv1 support is enabled for admin server and internal connections.

```
void setAdminSupportTLS1(
   Boolean value
)
```

### setAfmEnabled( value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist, LicenseError

Set whether the Web Application Firewall is enabled

```
void setAfmEnabled(
   Boolean value
)
```

### setAlertEmailInterval( value ) throws InvalidInput, DeploymentError

Set the length of time between alert emails, in seconds. Several alert messages will be stored up and sent in one email.

```
void setAlertEmailInterval(
   Unsigned Integer value
)
```

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### setAlertEmailIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time between alert emails, in seconds. Several alert messages will be stored up and sent in one email. This is a location specific function, any action will operate on the specified location.

```
void setAlertEmailIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setAlertEmailMaxAttempts( value ) throws InvalidInput, DeploymentError

Set the number of times to attempt sending an email before giving up.

```
void setAlertEmailMaxAttempts(
   Unsigned Integer value
)
```

### setAlertEmailMaxAttemptsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of times to attempt sending an email before giving up. This is a location specific function, any action will operate on the specified location.

```
void setAlertEmailMaxAttemptsByLocation(
   String location
   Unsigned Integer value
)
```

### setAllowConsecutiveChars( value ) throws InvalidInput, DeploymentError

Set whether the same character can appear consecutively in passwords.

```
void setAllowConsecutiveChars(
   Boolean value
)
```

### setApplianceReturnPathRoutes( value ) throws InvalidInput, DeploymentError

Replace the configuration with the specified set of return path routes (MAC/IP mappings).

```
void setApplianceReturnPathRoutes(
   GlobalSettings.ReturnPathRoute[] value
)
```

### setApplianceReturnPathRoutesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Replace the configuration with the specified set of return path routes (MAC/IP mappings). This is a location specific function, any action will operate on the specified location.

```
void setApplianceReturnPathRoutesByLocation(
   String location
   GlobalSettings.ReturnPathRoute[] value
```


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```
)
```

### setApplianceReturnPathRoutingEnabled( value ) throws InvalidInput, DeploymentError

Set whether return path routing is enabled

```
void setApplianceReturnPathRoutingEnabled(
   Boolean value
)
```

### setApplianceReturnPathRoutingEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether return path routing is enabled This is a location specific function, any action will operate on the specified location.

```
void setApplianceReturnPathRoutingEnabledByLocation(
   String location
   Boolean value
)
```

### setAptimizerMaxDependentFetchSize( value ) throws InvalidInput, DeploymentError

Set the maximum size of a dependent resource that can be sent to Web Accelerator. Set to 0 to disable limit.

```
void setAptimizerMaxDependentFetchSize(
   String value
)
```

### setAptimizerMaxOriginalContentBufferSize( value ) throws InvalidInput, DeploymentError

Set the maximum size of original content buffer for content sent to Web Accelerator.

```
void setAptimizerMaxOriginalContentBufferSize(
   String value
)
```

### setAptimizerWatchdogInterval( value ) throws InvalidInput, DeploymentError

Set How long (in seconds) the Web Accelerator watchdog mechanism should keep count of crashes for.

```
void setAptimizerWatchdogInterval(
   Unsigned Integer value
)
```

### setAptimizerWatchdogLimit( value ) throws InvalidInput, DeploymentError

Set the maximum number of times the Web Accelerator sub-process will be restarted.

```
void setAptimizerWatchdogLimit(
   Unsigned Integer value
)
```

### setAuditlogViaEventd( value ) throws InvalidInput, DeploymentError

Set whether the auditlog is to be mirrored to EventD.

```
void setAuditlogViaEventd(
   Boolean value
)
```

### setAuditlogViaEventdByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the auditlog is to be mirrored to EventD. This is a location specific function, any action will operate on the specified location.

```
void setAuditlogViaEventdByLocation(
   String location
   Boolean value
)
```

### setAuditlogViaSyslog( value ) throws InvalidInput, DeploymentError

Set whether the auditlog is to be mirrored to the syslog

```
void setAuditlogViaSyslog(
   Boolean value
)
```

### setAuditlogViaSyslogByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the auditlog is to be mirrored to the syslog This is a location specific function, any action will operate on the specified location.

```
void setAuditlogViaSyslogByLocation(
   String location
   Boolean value
)
```

### setAuthSamlKeyLifetime( value ) throws InvalidInput, DeploymentError

Set the lifetime of keys used to encrypt SAML SP session stored externally

```
void setAuthSamlKeyLifetime(
   Unsigned Integer value
)
```

### setAuthSamlKeyRotationInterval( value ) throws InvalidInput, DeploymentError

Set the rotation interval of keys used to encrypt SAML SP session stored externally

```
void setAuthSamlKeyRotationInterval(
   Unsigned Integer value
)
```

### setAutoscalerVerbose( value ) throws InvalidInput, DeploymentError

Set detailed logging of autoscaler status and actions

```
void setAutoscalerVerbose(
   Boolean value
```


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```
)
```

### setAutoscalerVerboseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set detailed logging of autoscaler status and actions This is a location specific function, any action will operate on the specified location.

```
void setAutoscalerVerboseByLocation(
   String location
   Boolean value
)
```

### setBackendKeepaliveTimeout( value ) throws InvalidInput, DeploymentError

setBackendKeepaliveTimeout is deprecated, please use setIdleConnectionTimeout instead.

```
void setBackendKeepaliveTimeout(
   Unsigned Integer value
)
```

### setBackendKeepaliveTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setBackendKeepaliveTimeout is deprecated, please use setIdleConnectionTimeout instead. This is a location specific function, any action will operate on the specified location.

```
void setBackendKeepaliveTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setBandwidthSharing( value ) throws InvalidInput, DeploymentError

This method is now obsolete and is replaced by Catalog.Bandwidth.setSharing.

```
void setBandwidthSharing(
   Boolean value
)
```

### setBannerAccept( value ) throws InvalidInput, DeploymentError

Set whether or not users must explicitly agree to the displayed login_banner text before logging in to the Admin Server.

```
void setBannerAccept(
   Boolean value
)
```

### setBgpAsNumber( value ) throws InvalidInput, DeploymentError

Set the number of the BGP AS in which the traffic manager will operate.

```
void setBgpAsNumber(
   Unsigned Integer value
```

```
)
```

### setBgpAsNumberByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of the BGP AS in which the traffic manager will operate. This is a location specific function, any action will operate on the specified location.

```
void setBgpAsNumberByLocation(
   String location
   Unsigned Integer value
)
```

### setBgpEnabled( value ) throws InvalidInput, DeploymentError

Set whether BGP Route Health Injection is enabled.

```
void setBgpEnabled(
   Boolean value
)
```

### setBgpEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether BGP Route Health Injection is enabled. This is a location specific function, any action will operate on the specified location.

```
void setBgpEnabledByLocation(
   String location
   Boolean value
)
```

### setBootloaderPassword( password ) throws InvalidInput, DeploymentError

Set the bootloader password.

```
void setBootloaderPassword(
   String password
)
```

### setChunkSize( value ) throws InvalidInput, DeploymentError

Set the default chunk size for reading and writing data, in bytes.

```
void setChunkSize(
   Unsigned Integer value
)
```

### setChunkSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the default chunk size for reading and writing data, in bytes. This is a location specific function, any action will operate on the specified location.

```
void setChunkSizeByLocation(
```


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```
   String location
   Unsigned Integer value
)
```

### setClientFirstOpt( value ) throws InvalidInput, DeploymentError

Set whether client-first network socket optimisations should be used.

```
void setClientFirstOpt(
   Boolean value
)
```

### setClientFirstOptByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether client-first network socket optimisations should be used. This is a location specific function, any action will operate on the specified location.

```
void setClientFirstOptByLocation(
   String location
   Boolean value
)
```

### setControlAllowHosts( value ) throws InvalidInput, DeploymentError

Set the hosts that are allowed to contact the internal administration port on each traffic manager.

```
void setControlAllowHosts(
   String value
)
```

### setControlAllowHostsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the hosts that are allowed to contact the internal administration port on each traffic manager. This is a location specific function, any action will operate on the specified location.

```
void setControlAllowHostsByLocation(
   String location
   String value
)
```

### setControlCanUpdateDefault( value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the value of the control!canupdate key for new cluster members.

```
void setControlCanUpdateDefault(
   Boolean value
)
```

### setDNSCacheExpiryTime( value ) throws InvalidInput, DeploymentError

This method is now deprecated and is replaced by setDNSCacheMaxTTL/setDNSCacheMinTTL.

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```
void setDNSCacheExpiryTime(
   Unsigned Integer value
)
```

### setDNSCacheExpiryTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now deprecated and is replaced by setDNSCacheMaxTTL/setDNSCacheMinTTL. This is a location specific function, any action will operate on the specified location.

```
void setDNSCacheExpiryTimeByLocation(
   String location
   Unsigned Integer value
)
```

### setDNSCacheMaxTTL( value ) throws InvalidInput, DeploymentError

Set the maximum time entries are stored in the DNS cache for, in seconds.

```
void setDNSCacheMaxTTL(
   Unsigned Integer value
)
```

### setDNSCacheMaxTTLByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum time entries are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setDNSCacheMaxTTLByLocation(
   String location
   Unsigned Integer value
)
```

### setDNSCacheMinTTL( value ) throws InvalidInput, DeploymentError

Set the minimum time entries are stored in the DNS cache for, in seconds.

```
void setDNSCacheMinTTL(
   Unsigned Integer value
)
```

### setDNSCacheMinTTLByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the minimum time entries are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setDNSCacheMinTTLByLocation(
   String location
   Unsigned Integer value
)
```


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### setDNSCacheNegativeExpiryTime( value ) throws InvalidInput, DeploymentError

Set the time failed lookups are stored in the DNS cache for, in seconds.

```
void setDNSCacheNegativeExpiryTime(
   Unsigned Integer value
)
```

### setDNSCacheNegativeExpiryTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the time failed lookups are stored in the DNS cache for, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setDNSCacheNegativeExpiryTimeByLocation(
   String location
   Unsigned Integer value
)
```

### setDNSCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the DNS cache.

```
void setDNSCacheSize(
   Unsigned Integer value
)
```

### setDNSCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the DNS cache. This is a location specific function, any action will operate on the specified location.

```
void setDNSCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setDNSTimeout( value ) throws InvalidInput, DeploymentError

Set the timeout for receiving a response from a DNS Server, in seconds.

```
void setDNSTimeout(
   Unsigned Integer value
)
```

### setDNSTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the timeout for receiving a response from a DNS Server, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setDNSTimeoutByLocation(
   String location
   Unsigned Integer value
```

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```
)
```

### setDataPlaneAccelerationCores( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setDataPlaneAccelerationCores(
   GlobalSettings.DataPlaneAccelerationCores value
)
```

### setDataPlaneAccelerationCoresByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setDataPlaneAccelerationCoresByLocation(
   String location
   GlobalSettings.DataPlaneAccelerationCores value
)
```

### setDataPlaneAccelerationMode( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setDataPlaneAccelerationMode(
   Boolean value
)
```

### setDataPlaneAccelerationModeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setDataPlaneAccelerationModeByLocation(
   String location
   Boolean value
)
```

### setDataPlaneAccelerationTCPDelayAck( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setDataPlaneAccelerationTCPDelayAck(
   Unsigned Integer value
)
```

### setDataPlaneAccelerationTCPDelayAckByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setDataPlaneAccelerationTCPDelayAckByLocation(
   String location
   Unsigned Integer value
)
```


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### setDataPlaneAccelerationTCPWinScale( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setDataPlaneAccelerationTCPWinScale(
   Unsigned Integer value
)
```

### setDataPlaneAccelerationTCPWinScaleByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setDataPlaneAccelerationTCPWinScaleByLocation(
   String location
   Unsigned Integer value
)
```

### setDeadTime( value ) throws InvalidInput, DeploymentError

This method is now obsolete and is replaced by Pool.setNodeFailTime.

```
void setDeadTime(
   Unsigned Integer value
)
```

### setEC2AccessKeyID( value ) throws InvalidInput, DeploymentError

Set the Access Key ID used for interacting with the EC2 API.

```
void setEC2AccessKeyID(
   String value
)
```

### setEC2AccessKeyIDByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the Access Key ID used for interacting with the EC2 API. This is a location specific function, any action will operate on the specified location.

```
void setEC2AccessKeyIDByLocation(
   String location
   String value
)
```

### setEC2AwstoolTimeout( value ) throws InvalidInput, DeploymentError

Set the timeout for awstool requests to the AWS Query Server

```
void setEC2AwstoolTimeout(
   Unsigned Integer value
)
```

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### setEC2AwstoolTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the timeout for awstool requests to the AWS Query Server This is a location specific function, any action will operate on the specified location.

```
void setEC2AwstoolTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setEC2Endpoint( value ) throws InvalidInput, DeploymentError

Set URL for the Amazon EC2 AWS endpoint.

```
void setEC2Endpoint(
   String value
)
```

### setEC2EndpointByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set URL for the Amazon EC2 AWS endpoint. This is a location specific function, any action will operate on the specified location.

```
void setEC2EndpointByLocation(
   String location
   String value
)
```

### setEC2MetadataServer( value ) throws InvalidInput, DeploymentError

Set URL for the EC2 metadata server.

```
void setEC2MetadataServer(
   String value
)
```

### setEC2MetadataServerByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set URL for the EC2 metadata server. This is a location specific function, any action will operate on the specified location.

```
void setEC2MetadataServerByLocation(
   String location
   String value
)
```

### setEC2SecretAccessKey( value ) throws InvalidInput, DeploymentError

Set the Secret Access Key used for interacting with the EC2 API.

```
void setEC2SecretAccessKey(
   String value
```


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```
)
```

### setEC2SecretAccessKeyByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the Secret Access Key used for interacting with the EC2 API. This is a location specific function, any action will operate on the specified location.

```
void setEC2SecretAccessKeyByLocation(
   String location
   String value
)
```

### setEC2VerifyEndpointCert( value ) throws InvalidInput, DeploymentError

Set Whether to verify Amazon EC2 endpoint's certificate using CAs present in SSL Certificate Authorities Catalog.

```
void setEC2VerifyEndpointCert(
   Boolean value
)
```

### setEC2VerifyEndpointCertByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set Whether to verify Amazon EC2 endpoint's certificate using CAs present in SSL Certificate Authorities Catalog. This is a location specific function, any action will operate on the specified location.

```
void setEC2VerifyEndpointCertByLocation(
   String location
   Boolean value
)
```

### setErrorLevel( value ) throws InvalidInput, DeploymentError

This method is now deprecated.

```
void setErrorLevel(
   GlobalSettings.ErrorLevel value
)
```

### setErrorLevelByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
void setErrorLevelByLocation(
   String location
   GlobalSettings.ErrorLevel value
)
```

### setErrorLogFile( value ) throws InvalidInput, DeploymentError

Set the filename that errors are logged to.

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```
void setErrorLogFile(
   String value
)
```

### setErrorLogFileByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the filename that errors are logged to. This is a location specific function, any action will operate on the specified location.

```
void setErrorLogFileByLocation(
   String location
   String value
)
```

### setFTPDataBindLow( value ) throws InvalidInput, DeploymentError

Set whether your traffic manager should permit use of FTP data connection source ports lower than 1024. If 'No' your traffic manager can completely drop root privileges, if 'Yes' some or all privileges may be retained in order to bind to low ports.

```
void setFTPDataBindLow(
   Boolean value
)
```

### setFTPDataBindLowByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether your traffic manager should permit use of FTP data connection source ports lower than 1024. If 'No' your traffic manager can completely drop root privileges, if 'Yes' some or all privileges may be retained in order to bind to low ports. This is a location specific function, any action will operate on the specified location.

```
void setFTPDataBindLowByLocation(
   String location
   Boolean value
)
```

### setFipsEnabled( value ) throws InvalidInput, DeploymentError, InvalidOperation

Set whether FIPS Mode is enabled.

```
void setFipsEnabled(
   Boolean value
)
```

### setFlipperArpCount( value ) throws InvalidInput, DeploymentError

Set the number of ARP packets each traffic manager sends when an IP address is raised.

```
void setFlipperArpCount(
   Unsigned Integer value
)
```


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### setFlipperArpCountByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of ARP packets each traffic manager sends when an IP address is raised. This is a location specific function, any action will operate on the specified location.

```
void setFlipperArpCountByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperAutofailback( value ) throws InvalidInput, DeploymentError

Set whether Traffic IPs should automatically failback to recovered machines.

```
void setFlipperAutofailback(
   Boolean value
)
```

### setFlipperAutofailbackByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether Traffic IPs should automatically failback to recovered machines. This is a location specific function, any action will operate on the specified location.

```
void setFlipperAutofailbackByLocation(
   String location
   Boolean value
)
```

### setFlipperAutofailbackDelay( value ) throws InvalidInput, DeploymentError

Set the delay of automatic failback after a previous failover event.

```
void setFlipperAutofailbackDelay(
   Unsigned Integer value
)
```

### setFlipperAutofailbackDelayByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the delay of automatic failback after a previous failover event. This is a location specific function, any action will operate on the specified location.

```
void setFlipperAutofailbackDelayByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperChildTimeout( value ) throws InvalidInput, DeploymentError

Set how long (in seconds) the traffic manager should wait for status updates from any of the traffic manager's child processes before assuming one of them is no longer servicing traffic.

```
void setFlipperChildTimeout(
```

```
   Unsigned Integer value
)
```

### setFlipperChildTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how long (in seconds) the traffic manager should wait for status updates from any of the traffic manager's child processes before assuming one of them is no longer servicing traffic. This is a location specific function, any action will operate on the specified location.

```
void setFlipperChildTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperFrontendCheckAddresses( values ) throws InvalidInput, DeploymentError

Set the IP addresses that should be used to check front-end connectivity.

```
void setFlipperFrontendCheckAddresses(
   String[] values
)
```

### setFlipperFrontendCheckAddressesByLocation( location, values ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the IP addresses that should be used to check front-end connectivity. This is a location specific function, any action will operate on the specified location.

```
void setFlipperFrontendCheckAddressesByLocation(
   String location
   String[] values
)
```

### setFlipperHeartbeatMethod( value ) throws InvalidInput, DeploymentError

Set the method used to exchange cluster heartbeat messages.

```
void setFlipperHeartbeatMethod(
   GlobalSettings.FlipperHeartbeatMethod value
)
```

### setFlipperHeartbeatMethodByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the method used to exchange cluster heartbeat messages. This is a location specific function, any action will operate on the specified location.

```
void setFlipperHeartbeatMethodByLocation(
   String location
   GlobalSettings.FlipperHeartbeatMethod value
)
```


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### setFlipperIGMPInterval( value ) throws InvalidInput, DeploymentError

Set the interval between two unsolicited periodic IGMP Membership Report messages for Multi-Hosted Traffic IP Groups.

```
void setFlipperIGMPInterval(
   Unsigned Integer value
)
```

### setFlipperIGMPIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the interval between two unsolicited periodic IGMP Membership Report messages for Multi-Hosted Traffic IP Groups. This is a location specific function, any action will operate on the specified location.

```
void setFlipperIGMPIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperL4AccelChildTimeout( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setFlipperL4AccelChildTimeout(
   Unsigned Integer value
)
```

### setFlipperL4AccelChildTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setFlipperL4AccelChildTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperL4AccelSyncPort( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setFlipperL4AccelSyncPort(
   Unsigned Integer value
)
```

### setFlipperL4AccelSyncPortByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setFlipperL4AccelSyncPortByLocation(
   String location
   Unsigned Integer value
)
```

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### setFlipperMonitorInterval( value ) throws InvalidInput, DeploymentError

Set how frequently (in milliseconds) each traffic manager checks and announces its connectivity.

```
void setFlipperMonitorInterval(
   Unsigned Integer value
)
```

### setFlipperMonitorIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how frequently (in milliseconds) each traffic manager checks and announces its connectivity. This is a location specific function, any action will operate on the specified location.

```
void setFlipperMonitorIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperMonitorTimeout( value ) throws InvalidInput, DeploymentError

Set how long (in seconds) each traffic manager waits for a response from its connectivity tests or from other traffic managers before registering a failure.

```
void setFlipperMonitorTimeout(
   Unsigned Integer value
)
```

### setFlipperMonitorTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how long (in seconds) each traffic manager waits for a response from its connectivity tests or from other traffic managers before registering a failure. This is a location specific function, any action will operate on the specified location.

```
void setFlipperMonitorTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperMulticastAddress( value ) throws InvalidInput, DeploymentError

Set the multicast address and port used to announce connectivity (e.g. 239.100.1.1:9090).

```
void setFlipperMulticastAddress(
   String value
)
```

### setFlipperMulticastAddressByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the multicast address and port used to announce connectivity (e.g. 239.100.1.1:9090). This is a location specific function, any action will operate on the specified location.

```
void setFlipperMulticastAddressByLocation(
```


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```
   String location
   String value
)
```

### setFlipperUnicastPort( value ) throws InvalidInput, DeploymentError

Set the unicast UDP port used to announce connectivity (e.g. 9090)

```
void setFlipperUnicastPort(
   Unsigned Integer value
)
```

### setFlipperUnicastPortByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the unicast UDP port used to announce connectivity (e.g. 9090) This is a location specific function, any action will operate on the specified location.

```
void setFlipperUnicastPortByLocation(
   String location
   Unsigned Integer value
)
```

### setFlipperUseBindip( value ) throws InvalidInput, DeploymentError

Set whether the heartbeat messages used for fault tolerance are only sent over the management network.

```
void setFlipperUseBindip(
   Boolean value
)
```

### setFlipperUseBindipByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the heartbeat messages used for fault tolerance are only sent over the management network. This is a location specific function, any action will operate on the specified location.

```
void setFlipperUseBindipByLocation(
   String location
   Boolean value
)
```

### setFlipperVerbose( value ) throws InvalidInput, DeploymentError

Set whether the traffic manager should logs all the connectivity tests.

```
void setFlipperVerbose(
   Boolean value
)
```

### setFlipperVerboseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the traffic manager should logs all the connectivity tests. This is a location specific function, any action will operate on the specified location.

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```
void setFlipperVerboseByLocation(
   String location
   Boolean value
)
```

### setGLBLoadChangeLimit( value ) throws InvalidInput, DeploymentError

Set the maximum change per second to load.

```
void setGLBLoadChangeLimit(
   Unsigned Integer value
)
```

### setGLBLoadChangeLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum change per second to load. This is a location specific function, any action will operate on the specified location.

```
void setGLBLoadChangeLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setGLBVerbose( value ) throws InvalidInput, DeploymentError

Set whether GSLB should log all DNS queries

```
void setGLBVerbose(
   Boolean value
)
```

### setGLBVerboseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether GSLB should log all DNS queries This is a location specific function, any action will operate on the specified location.

```
void setGLBVerboseByLocation(
   String location
   Boolean value
)
```

### setHistoricalTrafficDays( value ) throws InvalidInput, DeploymentError

Set the length of time historical traffic information is kept for, in days (0=keep indefinitely).

```
void setHistoricalTrafficDays(
   Unsigned Integer value
)
```


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### setHistoricalTrafficDaysByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time historical traffic information is kept for, in days (0=keep indefinitely). This is a location specific function, any action will operate on the specified location.

```
void setHistoricalTrafficDaysByLocation(
   String location
   Unsigned Integer value
)
```

### setIPSessionCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the IP session cache.

```
void setIPSessionCacheSize(
   Unsigned Integer value
)
```

### setIPSessionCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the IP session cache. This is a location specific function, any action will operate on the specified location.

```
void setIPSessionCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setIdleConnectionTimeout( value ) throws InvalidInput, DeploymentError

Set how long unused HTTP keepalive connections should be kept before being discarded, in seconds.

```
void setIdleConnectionTimeout(
   Unsigned Integer value
)
```

### setIdleConnectionTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how long unused HTTP keepalive connections should be kept before being discarded, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setIdleConnectionTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setJ2EESessionCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the J2EE session cache.

```
void setJ2EESessionCacheSize(
   Unsigned Integer value
```

```
)
```

### setJ2EESessionCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the J2EE session cache. This is a location specific function, any action will operate on the specified location.

```
void setJ2EESessionCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setJavaClasspath( value ) throws InvalidInput, DeploymentError

Set extra Java CLASSPATH settings required for servlets.

```
void setJavaClasspath(
   String value
)
```

### setJavaClasspathByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set extra Java CLASSPATH settings required for servlets. This is a location specific function, any action will operate on the specified location.

```
void setJavaClasspathByLocation(
   String location
   String value
)
```

### setJavaCommand( value ) throws InvalidInput, DeploymentError

Set the command (and arguments) used to start Java.

```
void setJavaCommand(
   String value
)
```

### setJavaCommandByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the command (and arguments) used to start Java. This is a location specific function, any action will operate on the specified location.

```
void setJavaCommandByLocation(
   String location
   String value
)
```

### setJavaEnabled( value ) throws InvalidInput, DeploymentError

Set whether to enable Java support.


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```
void setJavaEnabled(
   Boolean value
)
```

### setJavaEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether to enable Java support. This is a location specific function, any action will operate on the specified location.

```
void setJavaEnabledByLocation(
   String location
   Boolean value
)
```

### setJavaLib( value ) throws InvalidInput, DeploymentError

Set the location of the java library directory

```
void setJavaLib(
   String value
)
```

### setJavaLibByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the location of the java library directory This is a location specific function, any action will operate on the specified location.

```
void setJavaLibByLocation(
   String location
   String value
)
```

### setJavaMaxConns( value ) throws InvalidInput, DeploymentError

Set the maximum number of Java threads

```
void setJavaMaxConns(
   Unsigned Integer value
)
```

### setJavaMaxConnsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of Java threads This is a location specific function, any action will operate on the specified location.

```
void setJavaMaxConnsByLocation(
   String location
   Unsigned Integer value
)
```

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### setJavaSessionAge( value ) throws InvalidInput, DeploymentError

Set the default maximum age of Java session persistence

```
void setJavaSessionAge(
   Unsigned Integer value
)
```

### setJavaSessionAgeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the default maximum age of Java session persistence This is a location specific function, any action will operate on the specified location.

```
void setJavaSessionAgeByLocation(
   String location
   Unsigned Integer value
)
```

### setKerberosVerbose( value ) throws InvalidInput, DeploymentError

Set whether the traffic manager should log all Kerberos activity.

```
void setKerberosVerbose(
   Boolean value
)
```

### setKerberosVerboseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the traffic manager should log all Kerberos activity. This is a location specific function, any action will operate on the specified location.

```
void setKerberosVerboseByLocation(
   String location
   Boolean value
)
```

### setL4AccelMaxConcurrentConnections( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setL4AccelMaxConcurrentConnections(
   Unsigned Integer value
)
```

### setL4AccelMaxConcurrentConnectionsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setL4AccelMaxConcurrentConnectionsByLocation(
   String location
   Unsigned Integer value
)
```


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### setLicenseServers( values ) throws InvalidInput, DeploymentError

Set A list of license servers for FLA licensing.

```
void setLicenseServers(
   String[] values
)
```

### setLicenseServersByLocation( location, values ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set A list of license servers for FLA licensing. This is a location specific function, any action will operate on the specified location.

```
void setLicenseServersByLocation(
   String location
   String[] values
)
```

### setListenQueueSize( value ) throws InvalidInput, DeploymentError

Set the size of the listen queue for managing incoming connections.

```
void setListenQueueSize(
   Unsigned Integer value
)
```

### setListenQueueSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the size of the listen queue for managing incoming connections. This is a location specific function, any action will operate on the specified location.

```
void setListenQueueSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setLogExportAuthHTTP( value ) throws InvalidInput, DeploymentError

Set the HTTP authentication method to use when exporting log entries.

```
void setLogExportAuthHTTP(
   GlobalSettings.LogExportAuthHTTP value
)
```

### setLogExportAuthHTTPByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the HTTP authentication method to use when exporting log entries. This is a location specific function, any action will operate on the specified location.

```
void setLogExportAuthHTTPByLocation(
   String location
   GlobalSettings.LogExportAuthHTTP value
```

```
)
```

### setLogExportAuthHecToken( value ) throws InvalidInput, DeploymentError

Set the HTTP Event Collector token to use for HTTP authentication with a Splunk server.

```
void setLogExportAuthHecToken(
   String value
)
```

### setLogExportAuthHecTokenByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the HTTP Event Collector token to use for HTTP authentication with a Splunk server. This is a location specific function, any action will operate on the specified location.

```
void setLogExportAuthHecTokenByLocation(
   String location
   String value
)
```

### setLogExportAuthPassword( value ) throws InvalidInput, DeploymentError

Set the password to use for HTTP basic authentication.

```
void setLogExportAuthPassword(
   String value
)
```

### setLogExportAuthPasswordByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the password to use for HTTP basic authentication. This is a location specific function, any action will operate on the specified location.

```
void setLogExportAuthPasswordByLocation(
   String location
   String value
)
```

### setLogExportAuthUsername( value ) throws InvalidInput, DeploymentError

Set the username to use for HTTP basic authentication.

```
void setLogExportAuthUsername(
   String value
)
```

### setLogExportAuthUsernameByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the username to use for HTTP basic authentication. This is a location specific function, any action will operate on the specified location.

```
void setLogExportAuthUsernameByLocation(
```


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```
   String location
   String value
)
```

### setLogExportEnabled( value ) throws InvalidInput, DeploymentError

Set whether to monitor log files and export entries to the configured endpoint.

```
void setLogExportEnabled(
   Boolean value
)
```

### setLogExportEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether to monitor log files and export entries to the configured endpoint. This is a location specific function, any action will operate on the specified location.

```
void setLogExportEnabledByLocation(
   String location
   Boolean value
)
```

### setLogExportEndpoint( value ) throws InvalidInput, DeploymentError

Set the URL to which log entries should be sent.

```
void setLogExportEndpoint(
   String value
)
```

### setLogExportEndpointByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the URL to which log entries should be sent. This is a location specific function, any action will operate on the specified location.

```
void setLogExportEndpointByLocation(
   String location
   String value
)
```

### setLogExportRequestTimeout( value ) throws InvalidInput, DeploymentError

Set the number of seconds after which HTTP requests sent to the configured endpoint will be considered to have failed if no response is received.

```
void setLogExportRequestTimeout(
   Unsigned Integer value
)
```

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### setLogExportRequestTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of seconds after which HTTP requests sent to the configured endpoint will be considered to have failed if no response is received. This is a location specific function, any action will operate on the specified location.

```
void setLogExportRequestTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setLogExportTLSVerify( value ) throws InvalidInput, DeploymentError

Set whether the server certificate should be verified when connecting to the endpoint. If enabled, server certificates that do not match the server name, are self-signed, have expired, have been revoked, or that are signed by an unknown CA will be rejected.

```
void setLogExportTLSVerify(
   Boolean value
)
```

### setLogExportTLSVerifyByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the server certificate should be verified when connecting to the endpoint. If enabled, server certificates that do not match the server name, are self-signed, have expired, have been revoked, or that are signed by an unknown CA will be rejected. This is a location specific function, any action will operate on the specified location.

```
void setLogExportTLSVerifyByLocation(
   String location
   Boolean value
)
```

### setLogFlushFlushTime( value ) throws InvalidInput, DeploymentError

Set the length of time to wait before flushing the request log files for each virtual server, in seconds.

```
void setLogFlushFlushTime(
   Unsigned Integer value
)
```

### setLogFlushFlushTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time to wait before flushing the request log files for each virtual server, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setLogFlushFlushTimeByLocation(
   String location
   Unsigned Integer value
)
```


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### setLogInterval( value ) throws InvalidInput, DeploymentError

Set the length of time between log messages for log intensive features e.g. SLM, in seconds.

```
void setLogInterval(
   Unsigned Integer value
)
```

### setLogIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time between log messages for log intensive features e.g. SLM, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setLogIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setLogRate( value ) throws InvalidInput, DeploymentError

Set is the maximum number of connection errors logged per second.

```
void setLogRate(
   Unsigned Integer value
)
```

### setLogRateByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set is the maximum number of connection errors logged per second. This is a location specific function, any action will operate on the specified location.

```
void setLogRateByLocation(
   String location
   Unsigned Integer value
)
```

### setLogReopenTime( value ) throws InvalidInput, DeploymentError

Set the length of time to wait before re-opening request log files, to handle log file rotation, in seconds.

```
void setLogReopenTime(
   Unsigned Integer value
)
```

### setLogReopenTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time to wait before re-opening request log files, to handle log file rotation, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setLogReopenTimeByLocation(
   String location
   Unsigned Integer value
```

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```
)
```

### setLoginBanner( value ) throws InvalidInput, DeploymentError

Set the banner text to be shown on the Admin Server login page and before logging in to appliance SSH servers.

```
void setLoginBanner(
   String value
)
```

### setLoginDelay( value ) throws InvalidInput, DeploymentError

Set the number of seconds before another login attempt can be made after a failed attempt.

```
void setLoginDelay(
   Unsigned Integer value
)
```

### setMaxAccepting( value ) throws InvalidInput, DeploymentError

Set how many traffic manager child processes accept new connections.

```
void setMaxAccepting(
   Unsigned Integer value
)
```

### setMaxAcceptingByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how many traffic manager child processes accept new connections. This is a location specific function, any action will operate on the specified location.

```
void setMaxAcceptingByLocation(
   String location
   Unsigned Integer value
)
```

### setMaxIdleConnections( value ) throws InvalidInput, DeploymentError

Set the maximum number of unused HTTP keepalive connections to all nodes that should maintained for re-use.

```
void setMaxIdleConnections(
   Unsigned Integer value
)
```

### setMaxIdleConnectionsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of unused HTTP keepalive connections to all nodes that should maintained for re-use. This is a location specific function, any action will operate on the specified location.

```
void setMaxIdleConnectionsByLocation(
   String location
```


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```
   Unsigned Integer value
)
```

### setMaxKeepalives( value ) throws InvalidInput, DeploymentError

setMaxKeepalives is deprecated, please use setMaxIdleConnections instead.

```
void setMaxKeepalives(
   Unsigned Integer value
)
```

### setMaxKeepalivesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setMaxKeepalives is deprecated, please use setMaxIdleConnections instead. This is a location specific function, any action will operate on the specified location.

```
void setMaxKeepalivesByLocation(
   String location
   Unsigned Integer value
)
```

### setMaxLoginAttempts( value ) throws InvalidInput, DeploymentError

Set the number of sequential failed login attempts that will cause a user account to be suspended. Setting this to 0 disables this feature.

```
void setMaxLoginAttempts(
   Unsigned Integer value
)
```

### setMaxLoginExternal( value ) throws InvalidInput, DeploymentError

Set whether or not usernames blocked due to the max_login_attempts limit should also be blocked from authentication against external services (such as LDAP and RADIUS).

```
void setMaxLoginExternal(
   Boolean value
)
```

### setMaxLoginSuspensionTime( value ) throws InvalidInput, DeploymentError

Set number of minutes to suspend users who have exceeded the max_login_attempts limit.

```
void setMaxLoginSuspensionTime(
   Unsigned Integer value
)
```

### setMaxRetries( value ) throws InvalidInput, DeploymentError

This method is now obsolete and is replaced by Pool.setNodeConnectionAttempts.

```
void setMaxRetries(
   Unsigned Integer value
)
```

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### setMaximumFDCount( value ) throws InvalidInput, DeploymentError

Set the maximum number of file descriptors that your traffic manager will allocate

```
void setMaximumFDCount(
   Unsigned Integer value
)
```

### setMaximumFDCountByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of file descriptors that your traffic manager will allocate This is a location specific function, any action will operate on the specified location.

```
void setMaximumFDCountByLocation(
   String location
   Unsigned Integer value
)
```

### setMinAlphaChars( value ) throws InvalidInput, DeploymentError

Set the minimum number of alphabetic characters in a password.

```
void setMinAlphaChars(
   Unsigned Integer value
)
```

### setMinNumericChars( value ) throws InvalidInput, DeploymentError

Set the minimum number of numeric characters in a password.

```
void setMinNumericChars(
   Unsigned Integer value
)
```

### setMinPasswordLength( value ) throws InvalidInput, DeploymentError

Set the minimum number of characters a password must contain.

```
void setMinPasswordLength(
   Unsigned Integer value
)
```

### setMinSpecialChars( value ) throws InvalidInput, DeploymentError

Set the minimum number of special characters in a password.

```
void setMinSpecialChars(
   Unsigned Integer value
)
```

### setMinUppercaseChars( value ) throws InvalidInput, DeploymentError

Set the minimum number of uppercase characters in a password.

```
void setMinUppercaseChars(
```


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```
   Unsigned Integer value
)
```

### setMonitorNumNodes( value ) throws InvalidInput, DeploymentError

Set the maximum number of nodes, pools and locations that can be monitored.

```
void setMonitorNumNodes(
   Unsigned Integer value
)
```

### setMonitorNumNodesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of nodes, pools and locations that can be monitored. This is a location specific function, any action will operate on the specified location.

```
void setMonitorNumNodesByLocation(
   String location
   Unsigned Integer value
)
```

### setMultipleAccept( value ) throws InvalidInput, DeploymentError

Set whether your traffic manager should try and read multiple new connections each time a new client connects.

```
void setMultipleAccept(
   Boolean value
)
```

### setMultipleAcceptByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether your traffic manager should try and read multiple new connections each time a new client connects. This is a location specific function, any action will operate on the specified location.

```
void setMultipleAcceptByLocation(
   String location
   Boolean value
)
```

### setNodeConnectionAttempts( value ) throws InvalidInput, DeploymentError

This method is now obsolete and is replaced by Pool.setNodeConnectionAttempts.

```
void setNodeConnectionAttempts(
   Unsigned Integer value
)
```

### setNodeFailTime( value ) throws InvalidInput, DeploymentError

This method is now obsolete and is replaced by Pool.setNodeFailTime.

```
void setNodeFailTime(
```

```
   Unsigned Integer value
)
```

### setOCSPCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of cached client certificate OCSP results stored. This cache is used to speed up OCSP checks against client certificates by caching results.

```
void setOCSPCacheSize(
   Unsigned Integer value
)
```

### setOCSPCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of cached client certificate OCSP results stored. This cache is used to speed up OCSP checks against client certificates by caching results. This is a location specific function, any action will operate on the specified location.

```
void setOCSPCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setOspfv2Area( value ) throws InvalidInput, DeploymentError

Set the OSPF area in which the traffic manager will operate.

```
void setOspfv2Area(
   String value
)
```

### setOspfv2AreaByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the OSPF area in which the traffic manager will operate. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2AreaByLocation(
   String location
   String value
)
```

### setOspfv2AreaType( value ) throws InvalidInput, DeploymentError

Set the type of OSPF area

```
void setOspfv2AreaType(
   GlobalSettings.Ospfv2AreaType value
)
```

### setOspfv2AreaTypeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the type of OSPF area This is a location specific function, any action will operate on the specified location.


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```
void setOspfv2AreaTypeByLocation(
   String location
   GlobalSettings.Ospfv2AreaType value
)
```

### setOspfv2AuthenticationKeyIdA( value ) throws InvalidInput, DeploymentError

Set the OSPF key ID

```
void setOspfv2AuthenticationKeyIdA(
   Unsigned Integer value
)
```

### setOspfv2AuthenticationKeyIdAByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the OSPF key ID This is a location specific function, any action will operate on the specified location.

```
void setOspfv2AuthenticationKeyIdAByLocation(
   String location
   Unsigned Integer value
)
```

### setOspfv2AuthenticationKeyIdB( value ) throws InvalidInput, DeploymentError

Set the OSPF key ID

```
void setOspfv2AuthenticationKeyIdB(
   Unsigned Integer value
)
```

### setOspfv2AuthenticationKeyIdBByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the OSPF key ID This is a location specific function, any action will operate on the specified location.

```
void setOspfv2AuthenticationKeyIdBByLocation(
   String location
   Unsigned Integer value
)
```

### setOspfv2AuthenticationSharedSecretA( value ) throws InvalidInput, DeploymentError

Set the OSPF MD5 shared secret, set to "" to disable.

```
void setOspfv2AuthenticationSharedSecretA(
   String value
)
```

### setOspfv2AuthenticationSharedSecretAByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the OSPF MD5 shared secret, set to "" to disable. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2AuthenticationSharedSecretAByLocation(
```

```
   String location
   String value
)
```

### setOspfv2AuthenticationSharedSecretB( value ) throws InvalidInput, DeploymentError

Set the OSPF MD5 shared secret, set to "" to disable.

```
void setOspfv2AuthenticationSharedSecretB(
   String value
)
```

### setOspfv2AuthenticationSharedSecretBByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the OSPF MD5 shared secret, set to "" to disable. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2AuthenticationSharedSecretBByLocation(
   String location
   String value
)
```

### setOspfv2DeadInterval( value ) throws InvalidInput, DeploymentError

Set the number of seconds before declaring a silent router down.

```
void setOspfv2DeadInterval(
   Unsigned Integer value
)
```

### setOspfv2DeadIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of seconds before declaring a silent router down. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2DeadIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setOspfv2Enabled( value ) throws InvalidInput, DeploymentError

Set whether OSPF Route Health Injection is enabled

```
void setOspfv2Enabled(
   Boolean value
)
```

### setOspfv2EnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether OSPF Route Health Injection is enabled This is a location specific function, any action will operate on the specified location.


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```
void setOspfv2EnabledByLocation(
   String location
   Boolean value
)
```

### setOspfv2HelloInterval( value ) throws InvalidInput, DeploymentError

Set the interval at which OSPF "hello" packets are sent to the network.

```
void setOspfv2HelloInterval(
   Unsigned Integer value
)
```

### setOspfv2HelloIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the interval at which OSPF "hello" packets are sent to the network. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2HelloIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setOspfv2RouterDeadInterval( value ) throws InvalidInput, DeploymentError

This method is now deprecated and is replaced by setOspfv2DeadInterval.

```
void setOspfv2RouterDeadInterval(
   Unsigned Integer value
)
```

### setOspfv2RouterDeadIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now deprecated and is replaced by setOspfv2DeadInterval. This is a location specific function, any action will operate on the specified location.

```
void setOspfv2RouterDeadIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setPasswordChangesPerDay( value ) throws InvalidInput, DeploymentError

Set the maximum number of times a password can be changed every 24 hours.

```
void setPasswordChangesPerDay(
   Unsigned Integer value
)
```

### setPasswordReuseAfter( value ) throws InvalidInput, DeploymentError

Set the number of times a password must have been changed before it can be reused.

```
void setPasswordReuseAfter(
```

```
   Unsigned Integer value
)
```

### setPostLoginBanner( value ) throws InvalidInput, DeploymentError

Set the banner text to be displayed on the appliance console after login.

```
void setPostLoginBanner(
   String value
)
```

### setProtectionConncountSize( value ) throws InvalidInput, DeploymentError

Set the amount of shared memory reserved for an inter-process table of combined connection counts used by Service Protection classes (specified as an absolute size, eg 20MB).

```
void setProtectionConncountSize(
   String value
)
```

### setProtectionConncountSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the amount of shared memory reserved for an inter-process table of combined connection counts used by Service Protection classes (specified as an absolute size, eg 20MB). This is a location specific function, any action will operate on the specified location.

```
void setProtectionConncountSizeByLocation(
   String location
   String value
)
```

### setRESTAuthTimeout( value ) throws InvalidInput, DeploymentError

Set REST authentication timeout.

```
void setRESTAuthTimeout(
   Unsigned Integer value
)
```

### setRESTEnabled( value ) throws InvalidInput, DeploymentError

Set whether REST service is enabled.

```
void setRESTEnabled(
   Boolean value
)
```

### setRESTMaxHTTPHeaderLength( value ) throws InvalidInput, DeploymentError

Set the maximum allowed length in bytes of a HTTP request's headers.

```
void setRESTMaxHTTPHeaderLength(
   Unsigned Integer value
)
```


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### setRESTMaximumFDCount( value ) throws InvalidInput, DeploymentError

Set the maximum number of file descriptors that the REST API will allocate.

```
void setRESTMaximumFDCount(
   Unsigned Integer value
)
```

### setRESTReplicateAbsoluteTime( value ) throws InvalidInput, DeploymentError

Set Absolute time before configuration replication via REST.

```
void setRESTReplicateAbsoluteTime(
   Unsigned Integer value
)
```

### setRESTReplicateLullTime( value ) throws InvalidInput, DeploymentError

Set Lull time for configuration replication via REST.

```
void setRESTReplicateLullTime(
   Unsigned Integer value
)
```

### setRESTReplicateTimeout( value ) throws InvalidInput, DeploymentError

Set the configuration replication timeout via REST.

```
void setRESTReplicateTimeout(
   Unsigned Integer value
)
```

### setRateClassLimit( value ) throws InvalidInput, DeploymentError

Set the maximum number of Rate classes allowed.

```
void setRateClassLimit(
   Unsigned Integer value
)
```

### setRateClassLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of Rate classes allowed. This is a location specific function, any action will operate on the specified location.

```
void setRateClassLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setRecentConns( value ) throws InvalidInput, DeploymentError

Set the details of how many recently closed connections each traffic manager process should save for use with the Connections page.

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```
void setRecentConns(
   Unsigned Integer value
)
```

### setRecentConnsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the details of how many recently closed connections each traffic manager process should save for use with the Connections page. This is a location specific function, any action will operate on the specified location.

```
void setRecentConnsByLocation(
   String location
   Unsigned Integer value
)
```

### setRecentConnsRetainTime( value ) throws InvalidInput, DeploymentError

Set for how long a snapshot should be retained on the Connections page.

```
void setRecentConnsRetainTime(
   Unsigned Integer value
)
```

### setRecentConnsRetainTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set for how long a snapshot should be retained on the Connections page. This is a location specific function, any action will operate on the specified location.

```
void setRecentConnsRetainTimeByLocation(
   String location
   Unsigned Integer value
)
```

### setRecentConnsSnapshotSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of connections each traffic manager process should show for a snapshot on the Connections page.

```
void setRecentConnsSnapshotSize(
   Unsigned Integer value
)
```

### setRecentConnsSnapshotSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of connections each traffic manager process should show for a snapshot on the Connections page. This is a location specific function, any action will operate on the specified location.

```
void setRecentConnsSnapshotSizeByLocation(
   String location
   Unsigned Integer value
)
```


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### setSLMClassLimit( value ) throws InvalidInput, DeploymentError

Set the maximum number of SLM classes allowed.

```
void setSLMClassLimit(
   Unsigned Integer value
)
```

### setSLMClassLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of SLM classes allowed. This is a location specific function, any action will operate on the specified location.

```
void setSLMClassLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setSNATIPLimit( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setSNATIPLimit(
   Unsigned Integer value
)
```

### setSNATIPLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setSNATIPLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setSNATIPLocalPortRangeHigh( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setSNATIPLocalPortRangeHigh(
   Unsigned Integer value
)
```

### setSNATIPLocalPortRangeHighByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setSNATIPLocalPortRangeHighByLocation(
   String location
   Unsigned Integer value
)
```

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### setSNATSharedPoolSize( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setSNATSharedPoolSize(
   Unsigned Integer value
)
```

### setSNATSharedPoolSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setSNATSharedPoolSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setSNMPUserCounters( value ) throws InvalidInput, DeploymentError

Set the number of user defined SNMP counters (this single parameter dictates the numbers of both 32- and 64-bit user counters - there is always the same number of counters of each type).

```
void setSNMPUserCounters(
   Unsigned Integer value
)
```

### setSNMPUserCountersByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of user defined SNMP counters (this single parameter dictates the numbers of both 32- and 64-bit user counters - there is always the same number of counters of each type). This is a location specific function, any action will operate on the specified location.

```
void setSNMPUserCountersByLocation(
   String location
   Unsigned Integer value
)
```

### setSSL3AllowRehandshake( value ) throws InvalidInput, DeploymentError

This methods is deprecated and is replaced by GlobalSettings.setSSLAllowRehandshake.

```
void setSSL3AllowRehandshake(
   GlobalSettings.SSL3AllowRehandshake value
)
```

### setSSL3AllowRehandshakeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This methods is deprecated and is replaced by GlobalSettings.setSSLAllowRehandshake. This is a location specific function, any action will operate on the specified location.

```
void setSSL3AllowRehandshakeByLocation(
   String location
```


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```
   GlobalSettings.SSL3AllowRehandshake value
)
```

### setSSL3Ciphers( value ) throws InvalidInput, DeploymentError

This method is deprecated and is replaced by GlobalSettings.setSSLCipherSuites.

```
void setSSL3Ciphers(
   String value
)
```

### setSSL3CiphersByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is deprecated and is replaced by GlobalSettings.setSSLCipherSuites. This is a location specific function, any action will operate on the specified location.

```
void setSSL3CiphersByLocation(
   String location
   String value
)
```

### setSSL3DiffieHellmanKeyLength( value ) throws InvalidInput, DeploymentError

This methods is deprecated and is replaced by GlobalSettings.setSSLDiffieHellmanModulusSize.

```
void setSSL3DiffieHellmanKeyLength(
   GlobalSettings.SSL3DiffieHellmanKeyLength value
)
```

### setSSL3DiffieHellmanKeyLengthByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This methods is deprecated and is replaced by GlobalSettings.setSSLDiffieHellmanModulusSize. This is a location specific function, any action will operate on the specified location.

```
void setSSL3DiffieHellmanKeyLengthByLocation(
   String location
   GlobalSettings.SSL3DiffieHellmanKeyLength value
)
```

### setSSL3MinRehandshakeInterval( value ) throws InvalidInput, DeploymentError

This methods is deprecated and is replaced by GlobalSettings.setSSLMinRehandshakeInterval.

```
void setSSL3MinRehandshakeInterval(
   Unsigned Integer value
)
```

### setSSLAllowRehandshake( value ) throws InvalidInput, DeploymentError

Set whether SSL/TLS re-handshakes are supported.

```
void setSSLAllowRehandshake(
   GlobalSettings.SSLAllowRehandshake value
)
```

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### setSSLAllowRehandshakeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether SSL/TLS re-handshakes are supported. This is a location specific function, any action will operate on the specified location.

```
void setSSLAllowRehandshakeByLocation(
   String location
   GlobalSettings.SSLAllowRehandshake value
)
```

### setSSLAzureClientID( value ) throws InvalidInput, DeploymentError

Set the client identifier for the Azure Key Vault.

```
void setSSLAzureClientID(
   String value
)
```

### setSSLAzureClientIDByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the client identifier for the Azure Key Vault. This is a location specific function, any action will operate on the specified location.

```
void setSSLAzureClientIDByLocation(
   String location
   String value
)
```

### setSSLAzureClientSecret( value ) throws InvalidInput, DeploymentError

Set the client secret for the Azure Key Vault.

```
void setSSLAzureClientSecret(
   String value
)
```

### setSSLAzureClientSecretByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the client secret for the Azure Key Vault. This is a location specific function, any action will operate on the specified location.

```
void setSSLAzureClientSecretByLocation(
   String location
   String value
)
```

### setSSLAzureVaultURL( value ) throws InvalidInput, DeploymentError

Set the URL of the Azure Key Vault REST API.

```
void setSSLAzureVaultURL(
   String value
```


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```
)
```

### setSSLAzureVaultURLByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the URL of the Azure Key Vault REST API. This is a location specific function, any action will operate on the specified location.

```
void setSSLAzureVaultURLByLocation(
   String location
   String value
)
```

### setSSLAzureVerifyRESTAPICert( value ) throws InvalidInput, DeploymentError

Set whether the SSL certificate of the Azure Key Vault REST API will be verified using CAs present in the SSL Certificate Authorities Catalog.

```
void setSSLAzureVerifyRESTAPICert(
   Boolean value
)
```

### setSSLAzureVerifyRESTAPICertByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the SSL certificate of the Azure Key Vault REST API will be verified using CAs present in the SSL Certificate Authorities Catalog. This is a location specific function, any action will operate on the specified location.

```
void setSSLAzureVerifyRESTAPICertByLocation(
   String location
   Boolean value
)
```

### setSSLCRLMemSize( value ) throws InvalidInput, DeploymentError

Set the size of the CRL shared memory.

```
void setSSLCRLMemSize(
   String value
)
```

### setSSLCRLMemSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the size of the CRL shared memory. This is a location specific function, any action will operate on the specified location.

```
void setSSLCRLMemSizeByLocation(
   String location
   String value
)
```

### setSSLCipherSuites( value ) throws InvalidInput, DeploymentError

Set the SSL/TLS cipher suites preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
void setSSLCipherSuites(
   String value
)
```

### setSSLCipherSuitesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the SSL/TLS cipher suites preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
void setSSLCipherSuitesByLocation(
   String location
   String value
)
```

### setSSLClientCacheEnabled( value ) throws InvalidInput, DeploymentError

Set whether the SSL client cache will be used, unless overridden by pool settings.

```
void setSSLClientCacheEnabled(
   Boolean value
)
```

### setSSLClientCacheEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the SSL client cache will be used, unless overridden by pool settings. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientCacheEnabledByLocation(
   String location
   Boolean value
)
```

### setSSLClientCacheExpiry( value ) throws InvalidInput, DeploymentError

Set the length of time that SSL sessions are stored in the client cache (for SSL encryption), in seconds.

```
void setSSLClientCacheExpiry(
   Unsigned Integer value
)
```

### setSSLClientCacheExpiryByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time that SSL sessions are stored in the client cache (for SSL encryption), in seconds. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientCacheExpiryByLocation(
   String location
```


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```
   Unsigned Integer value
)
```

### setSSLClientCacheSize( value ) throws InvalidInput, DeploymentError

Set the number of entries in the SSL encryption session cache.

```
void setSSLClientCacheSize(
   Unsigned Integer value
)
```

### setSSLClientCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of entries in the SSL encryption session cache. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLClientTicketsEnabled( value ) throws InvalidInput, DeploymentError

Set whether session tickets may be requested and stored in the SSL client cache.

```
void setSSLClientTicketsEnabled(
   Boolean value
)
```

### setSSLClientTicketsEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether session tickets may be requested and stored in the SSL client cache. This is a location specific function, any action will operate on the specified location.

```
void setSSLClientTicketsEnabledByLocation(
   String location
   Boolean value
)
```

### setSSLDFailureCount( value ) throws InvalidInput, DeploymentError

setSSLDFailureCount is deprecated, please use setSSLHardwareFailureCount instead.

```
void setSSLDFailureCount(
   Unsigned Integer value
)
```

### setSSLDFailureCountByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setSSLDFailureCount is deprecated, please use setSSLHardwareFailureCount instead. This is a location specific function, any action will operate on the specified location.

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```
void setSSLDFailureCountByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLDPKCS11Lib( value ) throws InvalidInput, DeploymentError

setSSLDPKCS11Lib is deprecated, please use setSSLHardwarePKCS11Lib instead.

```
void setSSLDPKCS11Lib(
   String value
)
```

### setSSLDPKCS11LibByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setSSLDPKCS11Lib is deprecated, please use setSSLHardwarePKCS11Lib instead. This is a location specific function, any action will operate on the specified location.

```
void setSSLDPKCS11LibByLocation(
   String location
   String value
)
```

### setSSLDPKCS11UserPIN( value ) throws InvalidInput, DeploymentError

setSSLDPKCS11UserPIN is deprecated, please use setSSLHardwarePKCS11UserPIN instead.

```
void setSSLDPKCS11UserPIN(
   String value
)
```

### setSSLDPKCS11UserPINByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setSSLDPKCS11UserPIN is deprecated, please use setSSLHardwarePKCS11UserPIN instead. This is a location specific function, any action will operate on the specified location.

```
void setSSLDPKCS11UserPINByLocation(
   String location
   String value
)
```

### setSSLDiffieHellmanModulusSize( value ) throws InvalidInput, DeploymentError

Set the number of bits to use for the finite field Diffie-Hellman modulus

```
void setSSLDiffieHellmanModulusSize(
   GlobalSettings.SSLDiffieHellmanModulusSize value
)
```


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### setSSLDiffieHellmanModulusSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of bits to use for the finite field Diffie-Hellman modulus This is a location specific function, any action will operate on the specified location.

```
void setSSLDiffieHellmanModulusSizeByLocation(
   String location
   GlobalSettings.SSLDiffieHellmanModulusSize value
)
```

### setSSLEllipticCurves( value ) throws InvalidInput, DeploymentError

Set the elliptic curve preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
void setSSLEllipticCurves(
   String value
)
```

### setSSLEllipticCurvesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the elliptic curve preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
void setSSLEllipticCurvesByLocation(
   String location
   String value
)
```

### setSSLHardwareAccelerator( value ) throws InvalidInput, DeploymentError

Set whether your traffic manager should always attempt to use SSL hardware.

```
void setSSLHardwareAccelerator(
   Boolean value
)
```

### setSSLHardwareAcceleratorByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether your traffic manager should always attempt to use SSL hardware. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwareAcceleratorByLocation(
   String location
   Boolean value
)
```

### setSSLHardwareFailureCount( value ) throws InvalidInput, DeploymentError

Set the number of consecutive failures from the SSL hardware that will be tolerated before your traffic manager tries to log in again.

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```
void setSSLHardwareFailureCount(
   Unsigned Integer value
)
```

### setSSLHardwareFailureCountByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of consecutive failures from the SSL hardware that will be tolerated before your traffic manager tries to log in again. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwareFailureCountByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLHardwarePKCS11Lib( value ) throws InvalidInput, DeploymentError

Set the location of the PKCS#11 library supplied by your hardware vendor.

```
void setSSLHardwarePKCS11Lib(
   String value
)
```

### setSSLHardwarePKCS11LibByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the location of the PKCS#11 library supplied by your hardware vendor. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwarePKCS11LibByLocation(
   String location
   String value
)
```

### setSSLHardwarePKCS11SlotLabel( value ) throws InvalidInput, DeploymentError

Set the label of the SSL hardware slot to use.

```
void setSSLHardwarePKCS11SlotLabel(
   String value
)
```

### setSSLHardwarePKCS11SlotLabelByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the label of the SSL hardware slot to use. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwarePKCS11SlotLabelByLocation(
   String location
   String value
)
```


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### setSSLHardwarePKCS11SlotType( value ) throws InvalidInput, DeploymentError

Set the type of PKCS11 slot to use. Only used for PKCS11.

```
void setSSLHardwarePKCS11SlotType(
   GlobalSettings.SSLHardwarePKCS11SlotType value
)
```

### setSSLHardwarePKCS11SlotTypeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the type of PKCS11 slot to use. Only used for PKCS11. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwarePKCS11SlotTypeByLocation(
   String location
   GlobalSettings.SSLHardwarePKCS11SlotType value
)
```

### setSSLHardwarePKCS11UserPIN( value ) throws InvalidInput, DeploymentError

Set the user PIN for the PKCS token (PKCS#11 devices only)

```
void setSSLHardwarePKCS11UserPIN(
   String value
)
```

### setSSLHardwarePKCS11UserPINByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the user PIN for the PKCS token (PKCS#11 devices only) This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwarePKCS11UserPINByLocation(
   String location
   String value
)
```

### setSSLHardwareType( value ) throws InvalidInput, DeploymentError

Set the device driver library name.

```
void setSSLHardwareType(
   GlobalSettings.SSLHardwareType value
)
```

### setSSLHardwareTypeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the device driver library name. This is a location specific function, any action will operate on the specified location.

```
void setSSLHardwareTypeByLocation(
   String location
   GlobalSettings.SSLHardwareType value
```

```
)
```

### setSSLHonorFallbackSCSV( value ) throws InvalidInput, DeploymentError

Set whether ssl-decrypting Virtual Servers honor the Fallback SCSV

```
void setSSLHonorFallbackSCSV(
   Boolean value
)
```

### setSSLHonorFallbackSCSVByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether ssl-decrypting Virtual Servers honor the Fallback SCSV This is a location specific function, any action will operate on the specified location.

```
void setSSLHonorFallbackSCSVByLocation(
   String location
   Boolean value
)
```

### setSSLInsertExtraFragment( value ) throws InvalidInput, DeploymentError

Set whether SSL3 and TLS1 use one byte fragments

```
void setSSLInsertExtraFragment(
   Boolean value
)
```

### setSSLInsertExtraFragmentByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether SSL3 and TLS1 use one byte fragments This is a location specific function, any action will operate on the specified location.

```
void setSSLInsertExtraFragmentByLocation(
   String location
   Boolean value
)
```

### setSSLLogKeys( value ) throws InvalidInput, DeploymentError

Set Whether SSL key logging should be available.

```
void setSSLLogKeys(
   Boolean value
)
```

### setSSLLogKeysByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set Whether SSL key logging should be available. This is a location specific function, any action will operate on the specified location.

```
void setSSLLogKeysByLocation(
```


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```
   String location
   Boolean value
)
```

### setSSLMaxHandshakeMessageSize( value ) throws InvalidInput, DeploymentError

Set the maximum acceptable size (in bytes) a SSL handshake message is permitted to be.

```
void setSSLMaxHandshakeMessageSize(
   Unsigned Integer value
)
```

### setSSLMaxHandshakeMessageSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum acceptable size (in bytes) a SSL handshake message is permitted to be. This is a location specific function, any action will operate on the specified location.

```
void setSSLMaxHandshakeMessageSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLMiddleboxCompatibility( value ) throws InvalidInput, DeploymentError

Set whether TLS 1.3 middlebox compatibility mode will be used, unless overridden by pool settings.

```
void setSSLMiddleboxCompatibility(
   Boolean value
)
```

### setSSLMiddleboxCompatibilityByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether TLS 1.3 middlebox compatibility mode will be used, unless overridden by pool settings. This is a location specific function, any action will operate on the specified location.

```
void setSSLMiddleboxCompatibilityByLocation(
   String location
   Boolean value
)
```

### setSSLMinRehandshakeInterval( value ) throws InvalidInput, DeploymentError

Set the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection.

```
void setSSLMinRehandshakeInterval(
   Unsigned Integer value
)
```

### setSSLMinRehandshakeIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the minimum time interval (in milliseconds) between handshakes on a single SSL3/TLS connection. This is a location specific function, any action will operate on the specified location.

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```
void setSSLMinRehandshakeIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLOCSPStaplingDefaultRefreshInterval( value ) throws InvalidInput, DeploymentError

Set how long to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling, if we don't have an up-to-date OCSP response.

```
void setSSLOCSPStaplingDefaultRefreshInterval(
   Unsigned Integer value
)
```

### setSSLOCSPStaplingDefaultRefreshIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how long to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling, if we don't have an up-to-date OCSP response. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingDefaultRefreshIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLOCSPStaplingMaximumRefreshInterval( value ) throws InvalidInput, DeploymentError

Set maximum number of seconds to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling. (0 means no maximum.)

```
void setSSLOCSPStaplingMaximumRefreshInterval(
   Unsigned Integer value
)
```

### setSSLOCSPStaplingMaximumRefreshIntervalByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set maximum number of seconds to wait before refreshing requests on behalf of the store of certificate status responses used by OCSP stapling. (0 means no maximum.) This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingMaximumRefreshIntervalByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLOCSPStaplingMemSize( value ) throws InvalidInput, DeploymentError

Set the size of the OCSP stapling response shared memory.

```
void setSSLOCSPStaplingMemSize(
   String value
```


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```
)
```

### setSSLOCSPStaplingMemSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the size of the OCSP stapling response shared memory. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingMemSizeByLocation(
   String location
   String value
)
```

### setSSLOCSPStaplingTimeTolerance( value ) throws InvalidInput, DeploymentError

Set how many seconds to allow the current time to be outside the validity time of an OCSP response before considering it invalid.

```
void setSSLOCSPStaplingTimeTolerance(
   Unsigned Integer value
)
```

### setSSLOCSPStaplingTimeToleranceByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how many seconds to allow the current time to be outside the validity time of an OCSP response before considering it invalid. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingTimeToleranceByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLOCSPStaplingVerifyResponse( value ) throws InvalidInput, DeploymentError

Set whether to verify the OCSP response signature before caching a response for OCSP stapling.

```
void setSSLOCSPStaplingVerifyResponse(
   Boolean value
)
```

### setSSLOCSPStaplingVerifyResponseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether to verify the OCSP response signature before caching a response for OCSP stapling. This is a location specific function, any action will operate on the specified location.

```
void setSSLOCSPStaplingVerifyResponseByLocation(
   String location
   Boolean value
)
```

### setSSLPreventTimingSideChannels( value ) throws InvalidInput, DeploymentError

This method is now obsolete

```
void setSSLPreventTimingSideChannels(
   Boolean value
)
```

### setSSLPreventTimingSideChannelsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete

```
void setSSLPreventTimingSideChannelsByLocation(
   String location
   Boolean value
)
```

### setSSLSessionCachePerVirtualserver( value ) throws InvalidInput, DeploymentError

Set whether an SSL session created by a given virtual server can only be resumed by a connection to the same virtual server.

```
void setSSLSessionCachePerVirtualserver(
   Boolean value
)
```

### setSSLSessionCachePerVirtualserverByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether an SSL session created by a given virtual server can only be resumed by a connection to the same virtual server. This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionCachePerVirtualserverByLocation(
   String location
   Boolean value
)
```

### setSSLSessionCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the SSL session cache. This is used to provide persistence based on SSL session IDs.

```
void setSSLSessionCacheSize(
   Unsigned Integer value
)
```

### setSSLSessionCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the SSL session cache. This is used to provide persistence based on SSL session IDs. This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```


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### setSSLSessionIDCacheEnabled( value ) throws InvalidInput, DeploymentError

Set whether the SSL server session cache is enabled, unless overridden by virtual server settings.

```
void setSSLSessionIDCacheEnabled(
   Boolean value
)
```

### setSSLSessionIDCacheEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the SSL server session cache is enabled, unless overridden by virtual server settings. This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionIDCacheEnabledByLocation(
   String location
   Boolean value
)
```

### setSSLSessionIDCacheExpiryTime( value ) throws InvalidInput, DeploymentError

Set the length of time that SSL session IDs are stored, in seconds.

```
void setSSLSessionIDCacheExpiryTime(
   Unsigned Integer value
)
```

### setSSLSessionIDCacheExpiryTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the length of time that SSL session IDs are stored, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionIDCacheExpiryTimeByLocation(
   String location
   Unsigned Integer value
)
```

### setSSLSessionIDCacheSize( value ) throws InvalidInput, DeploymentError

Set the number of entries in the SSL session ID cache.

```
void setSSLSessionIDCacheSize(
   Unsigned Integer value
)
```

### setSSLSessionIDCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of entries in the SSL session ID cache. This is a location specific function, any action will operate on the specified location.

```
void setSSLSessionIDCacheSizeByLocation(
   String location
   Unsigned Integer value
```

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```
)
```

### setSSLSignatureAlgorithms( value ) throws InvalidInput, DeploymentError

Set the SSL/TLS signature algorithms preference list for SSL/TLS connections unless overridden by virtual server or pool settings

```
void setSSLSignatureAlgorithms(
   String value
)
```

### setSSLSignatureAlgorithmsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the SSL/TLS signature algorithms preference list for SSL/TLS connections unless overridden by virtual server or pool settings This is a location specific function, any action will operate on the specified location.

```
void setSSLSignatureAlgorithmsByLocation(
   String location
   String value
)
```

### setSSLSupportSSL2( value ) throws InvalidInput, DeploymentError

This method is now deprecated.

```
void setSSLSupportSSL2(
   Boolean value
)
```

### setSSLSupportSSL2ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now deprecated. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportSSL2ByLocation(
   String location
   Boolean value
)
```

### setSSLSupportSSL3( value ) throws InvalidInput, DeploymentError

Set whether SSLv3 support is enabled.

```
void setSSLSupportSSL3(
   Boolean value
)
```

### setSSLSupportSSL3ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether SSLv3 support is enabled. This is a location specific function, any action will operate on the specified location.


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```
void setSSLSupportSSL3ByLocation(
   String location
   Boolean value
)
```

### setSSLSupportTLS1( value ) throws InvalidInput, DeploymentError

Set whether TLSv1 support is enabled.

```
void setSSLSupportTLS1(
   Boolean value
)
```

### setSSLSupportTLS11( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.1 support is enabled.

```
void setSSLSupportTLS11(
   Boolean value
)
```

### setSSLSupportTLS11ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether TLSv1.1 support is enabled. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS11ByLocation(
   String location
   Boolean value
)
```

### setSSLSupportTLS12( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.2 support is enabled.

```
void setSSLSupportTLS12(
   Boolean value
)
```

### setSSLSupportTLS12ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether TLSv1.2 support is enabled. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS12ByLocation(
   String location
   Boolean value
)
```

### setSSLSupportTLS13( value ) throws InvalidInput, DeploymentError

Set whether TLSv1.3 support is enabled.

```
void setSSLSupportTLS13(
```

```
   Boolean value
)
```

### setSSLSupportTLS13ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether TLSv1.3 support is enabled. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS13ByLocation(
   String location
   Boolean value
)
```

### setSSLSupportTLS1ByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether TLSv1 support is enabled. This is a location specific function, any action will operate on the specified location.

```
void setSSLSupportTLS1ByLocation(
   String location
   Boolean value
)
```

### setSSLTicketsEnabled( value ) throws InvalidInput, DeploymentError

Set whether use of session tickets is enabled, unless overridden by virtual server settings.

```
void setSSLTicketsEnabled(
   Boolean value
)
```

### setSSLTicketsEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether use of session tickets is enabled, unless overridden by virtual server settings. This is a location specific function, any action will operate on the specified location.

```
void setSSLTicketsEnabledByLocation(
   String location
   Boolean value
)
```

### setSSLTicketsReissuePolicy( value ) throws InvalidInput, DeploymentError

Set the SSL tickets reissue policy

```
void setSSLTicketsReissuePolicy(
   GlobalSettings.SSLTicketsReissuePolicy value
)
```


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### setSSLTicketsTicketExpiry( value ) throws InvalidInput, DeploymentError

Set the length of time for which an SSL session ticket will be accepted by a virtual server after the ticket is created.

```
void setSSLTicketsTicketExpiry(
   Unsigned Integer value
)
```

### setSSLTicketsTicketKeyExpiry( value ) throws InvalidInput, DeploymentError

Set the length of time for which an auto-generated SSL ticket key will be used to decrypt old session tickets.

```
void setSSLTicketsTicketKeyExpiry(
   Unsigned Integer value
)
```

### setSSLTicketsTicketKeyRotation( value ) throws InvalidInput, DeploymentError

Set the length of time for which an auto-generated SSL ticket key will be used to encrypt new session tickets.

```
void setSSLTicketsTicketKeyRotation(
   Unsigned Integer value
)
```

### setSSLTicketsTimeTolerance( value ) throws InvalidInput, DeploymentError

Set the number of seconds to allow the current time to be outside the validity time of an SSL ticket before considering it invalid.

```
void setSSLTicketsTimeTolerance(
   Unsigned Integer value
)
```

### setSSLValidateServerCertificatesCatalog( value ) throws InvalidInput, DeploymentError

Set whether SSL server certificates are validated.

```
void setSSLValidateServerCertificatesCatalog(
   Boolean value
)
```

### setSSLValidateServerCertificatesCatalogByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether SSL server certificates are validated. This is a location specific function, any action will operate on the specified location.

```
void setSSLValidateServerCertificatesCatalogByLocation(
   String location
   Boolean value
)
```

### setSharedPoolSize( value ) throws InvalidInput, DeploymentError

Set is the size of shared memory pool to be used for shared storage across worker processes.

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```
void setSharedPoolSize(
   String value
)
```

### setSharedPoolSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set is the size of shared memory pool to be used for shared storage across worker processes. This is a location specific function, any action will operate on the specified location.

```
void setSharedPoolSizeByLocation(
   String location
   String value
)
```

### setSoapIdleMinutes( value ) throws InvalidInput, DeploymentError

Set the number of minutes the SOAP server remain idle before exiting

```
void setSoapIdleMinutes(
   Unsigned Integer value
)
```

### setSoapIdleMinutesByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of minutes the SOAP server remain idle before exiting This is a location specific function, any action will operate on the specified location.

```
void setSoapIdleMinutesByLocation(
   String location
   Unsigned Integer value
)
```

### setSocketOptimizations( value ) throws InvalidInput, DeploymentError

Set whether potential network socket optimisations should be used.

```
void setSocketOptimizations(
   GlobalSettings.SocketOptimizations value
)
```

### setSocketOptimizationsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether potential network socket optimisations should be used. This is a location specific function, any action will operate on the specified location.

```
void setSocketOptimizationsByLocation(
   String location
   GlobalSettings.SocketOptimizations value
)
```


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### setSsldAccel( value ) throws InvalidInput, DeploymentError

setSsldAccel is deprecated, please use setSSLHardwareAccelerator instead.

```
void setSsldAccel(
   Boolean value
)
```

### setSsldAccelByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setSsldAccel is deprecated, please use setSSLHardwareAccelerator instead. This is a location specific function, any action will operate on the specified location.

```
void setSsldAccelByLocation(
   String location
   Boolean value
)
```

### setSsldLibrary( value ) throws InvalidInput, DeploymentError

setSsldLibrary is deprecated, please use setSSLHardwareType instead.

```
void setSsldLibrary(
   GlobalSettings.SsldLibrary value
)
```

### setSsldLibraryByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

setSsldLibrary is deprecated, please use setSSLHardwareType instead. This is a location specific function, any action will operate on the specified location.

```
void setSsldLibraryByLocation(
   String location
   GlobalSettings.SsldLibrary value
)
```

### setStateSyncTime( value ) throws InvalidInput, DeploymentError

Set how often the cache state is propagated to other traffic managers in the cluster, in seconds.

```
void setStateSyncTime(
   Unsigned Integer value
)
```

### setStateSyncTimeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set how often the cache state is propagated to other traffic managers in the cluster, in seconds. This is a location specific function, any action will operate on the specified location.

```
void setStateSyncTimeByLocation(
   String location
   Unsigned Integer value
```

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```
)
```

### setStateSyncTimeout( value ) throws InvalidInput, DeploymentError

Set the timeout for state propagation between cluster members, in seconds

```
void setStateSyncTimeout(
   Unsigned Integer value
)
```

### setStateSyncTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the timeout for state propagation between cluster members, in seconds This is a location specific function, any action will operate on the specified location.

```
void setStateSyncTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setSystemReadBufferSize( value ) throws InvalidInput, DeploymentError

Set the size of the operating system's read buffer, in bytes (0 means use the system default).

```
void setSystemReadBufferSize(
   Unsigned Integer value
)
```

### setSystemReadBufferSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the size of the operating system's read buffer, in bytes (0 means use the system default). This is a location specific function, any action will operate on the specified location.

```
void setSystemReadBufferSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setSystemWriteBufferSize( value ) throws InvalidInput, DeploymentError

Set the size of the operating system's write buffer, in bytes (0 means use the system default).

```
void setSystemWriteBufferSize(
   Unsigned Integer value
)
```

### setSystemWriteBufferSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the size of the operating system's write buffer, in bytes (0 means use the system default). This is a location specific function, any action will operate on the specified location.

```
void setSystemWriteBufferSizeByLocation(
```


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```
   String location
   Unsigned Integer value
)
```

### setTelemetryEnabled( value ) throws InvalidInput, DeploymentError

Set allow the reporting of anonymized usage data to Pulse Secure for product improvement and customer support purposes.

```
void setTelemetryEnabled(
   Boolean value
)
```

### setTelemetryEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set allow the reporting of anonymized usage data to Pulse Secure for product improvement and customer support purposes. This is a location specific function, any action will operate on the specified location.

```
void setTelemetryEnabledByLocation(
   String location
   Boolean value
)
```

### setTrackUnknownUsers( value ) throws InvalidInput, DeploymentError

Set whether to remember past login attempts from usernames that are not known to exist (should be No for an Admin Server accessible from the public Internet).

```
void setTrackUnknownUsers(
   Boolean value
)
```

### setTrafficIPGroupLimit( value ) throws InvalidInput, DeploymentError

Set the maximum number of Traffic IP Groups allowed.

```
void setTrafficIPGroupLimit(
   Unsigned Integer value
)
```

### setTrafficIPGroupLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of Traffic IP Groups allowed. This is a location specific function, any action will operate on the specified location.

```
void setTrafficIPGroupLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficScriptExecutionTimeWarning( value ) throws InvalidInput, DeploymentError

Set the number of milliseconds a rule can run for before a warning is logged.

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```
void setTrafficScriptExecutionTimeWarning(
   Unsigned Integer value
)
```

### setTrafficScriptExecutionTimeWarningByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of milliseconds a rule can run for before a warning is logged. This is a location specific function, any action will operate on the specified location.

```
void setTrafficScriptExecutionTimeWarningByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficScriptMemoryWarning( value ) throws InvalidInput, DeploymentError

Set the amount of buffered network data a TrafficScript rule can buffer before a warning is logged, in bytes.

```
void setTrafficScriptMemoryWarning(
   Unsigned Integer value
)
```

### setTrafficScriptMemoryWarningByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the amount of buffered network data a TrafficScript rule can buffer before a warning is logged, in bytes. This is a location specific function, any action will operate on the specified location.

```
void setTrafficScriptMemoryWarningByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficscriptArrayElements( value ) throws InvalidInput, DeploymentError

This method is now obsolete.

```
void setTrafficscriptArrayElements(
   Unsigned Integer value
)
```

### setTrafficscriptArrayElementsByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

This method is now obsolete.

```
void setTrafficscriptArrayElementsByLocation(
   String location
   Unsigned Integer value
)
```


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### setTrafficscriptDataLocalSize( value ) throws InvalidInput, DeploymentError

Set the maximum size of the TrafficScript local data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB)

```
void setTrafficscriptDataLocalSize(
   String value
)
```

### setTrafficscriptDataLocalSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum size of the TrafficScript local data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptDataLocalSizeByLocation(
   String location
   String value
)
```

### setTrafficscriptDataSize( value ) throws InvalidInput, DeploymentError

Set the maximum size of the TrafficScript shared data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB)

```
void setTrafficscriptDataSize(
   String value
)
```

### setTrafficscriptDataSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum size of the TrafficScript shared data pool (specified as a percentage of system RAM, e.g. '5%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptDataSizeByLocation(
   String location
   String value
)
```

### setTrafficscriptMaxInstr( value ) throws InvalidInput, DeploymentError

Set the maximum number of instructions a TrafficScript rule will run before being aborted.

```
void setTrafficscriptMaxInstr(
   Unsigned Integer value
)
```

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### setTrafficscriptMaxInstrByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of instructions a TrafficScript rule will run before being aborted. This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptMaxInstrByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficscriptRegexCacheSize( value ) throws InvalidInput, DeploymentError

Set the number of regular expressions to cache

```
void setTrafficscriptRegexCacheSize(
   Unsigned Integer value
)
```

### setTrafficscriptRegexCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the number of regular expressions to cache This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptRegexCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficscriptRegexMatchLimit( value ) throws InvalidInput, DeploymentError

Set the maximum number of ways TrafficScript will attempt to match a regular expression at each position in the subject string, before it aborts the rule and reports a TrafficScript error.

```
void setTrafficscriptRegexMatchLimit(
   Unsigned Integer value
)
```

### setTrafficscriptRegexMatchLimitByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of ways TrafficScript will attempt to match a regular expression at each position in the subject string, before it aborts the rule and reports a TrafficScript error. This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptRegexMatchLimitByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficscriptRegexMatchWarnPerc( value ) throws InvalidInput, DeploymentError

Set the percentage of trafficscript!regex_match_limit at which TrafficScript reports a performance warning.


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```
void setTrafficscriptRegexMatchWarnPerc(
   Unsigned Integer value
)
```

### setTrafficscriptRegexMatchWarnPercByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the percentage of trafficscript!regex_match_limit at which TrafficScript reports a performance warning. This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptRegexMatchWarnPercByLocation(
   String location
   Unsigned Integer value
)
```

### setTrafficscriptVariablePoolUse( value ) throws InvalidInput, DeploymentError

Set whether the 'pool.use' and 'pool.select' TrafficScript functions accept variables as well as literal strings.

```
void setTrafficscriptVariablePoolUse(
   Boolean value
)
```

### setTrafficscriptVariablePoolUseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the 'pool.use' and 'pool.select' TrafficScript functions accept variables as well as literal strings. This is a location specific function, any action will operate on the specified location.

```
void setTrafficscriptVariablePoolUseByLocation(
   String location
   Boolean value
)
```

### setTransactionExportEnabled( value ) throws InvalidInput, DeploymentError

Set whether to export metadata about transactions processed by the traffic manager to an external location.

```
void setTransactionExportEnabled(
   Boolean value
)
```

### setTransactionExportEnabledByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether to export metadata about transactions processed by the traffic manager to an external location. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportEnabledByLocation(
   String location
   Boolean value
)
```

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### setTransactionExportEndpoint( value ) throws InvalidInput, DeploymentError

Set the endpoint to which transaction metadata should be exported.

```
void setTransactionExportEndpoint(
   String value
)
```

### setTransactionExportEndpointByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the endpoint to which transaction metadata should be exported. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportEndpointByLocation(
   String location
   String value
)
```

### setTransactionExportTLS( value ) throws InvalidInput, DeploymentError

Set whether the connection to the specified endpoint should be encrypted.

```
void setTransactionExportTLS(
   Boolean value
)
```

### setTransactionExportTLSByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the connection to the specified endpoint should be encrypted. This is a location specific function, any action will operate on the specified location.

```
void setTransactionExportTLSByLocation(
   String location
   Boolean value
)
```

### setTransactionExportTLSVerify( value ) throws InvalidInput, DeploymentError

Set whether the server certificate presented by the endpoint should be verified, preventing a connection from being established if the certificate does not match the server name, is self-signed, is expired, is revoked, or has an unknown CA.

```
void setTransactionExportTLSVerify(
   Boolean value
)
```

### setTransactionExportTLSVerifyByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the server certificate presented by the endpoint should be verified, preventing a connection from being established if the certificate does not match the server name, is self-signed, is expired, is revoked, or has an unknown CA. This is a location specific function, any action will operate on the specified location.


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```
void setTransactionExportTLSVerifyByLocation(
   String location
   Boolean value
)
```

### setUipageBanner( value ) throws InvalidInput, DeploymentError

Set the banner text to be displayed on all Admin Server pages.

```
void setUipageBanner(
   String value
)
```

### setUniversalSessionCacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum number of entries in the universal session cache.

```
void setUniversalSessionCacheSize(
   Unsigned Integer value
)
```

### setUniversalSessionCacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of entries in the universal session cache. This is a location specific function, any action will operate on the specified location.

```
void setUniversalSessionCacheSizeByLocation(
   String location
   Unsigned Integer value
)
```

### setWatchdogTimeout( value ) throws InvalidInput, DeploymentError

Set the maximum time in seconds a process can fail to update its heartbeat, before the watchdog considers it to have stalled.

```
void setWatchdogTimeout(
   Unsigned Integer value
)
```

### setWatchdogTimeoutByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum time in seconds a process can fail to update its heartbeat, before the watchdog considers it to have stalled. This is a location specific function, any action will operate on the specified location.

```
void setWatchdogTimeoutByLocation(
   String location
   Unsigned Integer value
)
```

### setWebcacheAvgPathLength( value ) throws InvalidInput, DeploymentError

Set the estimated average length of the path for resources to be cached

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```
void setWebcacheAvgPathLength(
   Unsigned Integer value
)
```

### setWebcacheAvgPathLengthByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the estimated average length of the path for resources to be cached This is a location specific function, any action will operate on the specified location.

```
void setWebcacheAvgPathLengthByLocation(
   String location
   Unsigned Integer value
)
```

### setWebcacheDisk( value ) throws InvalidInput, DeploymentError

Set whether the webcache is stored on disk

```
void setWebcacheDisk(
   Boolean value
)
```

### setWebcacheDiskByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the webcache is stored on disk This is a location specific function, any action will operate on the specified location.

```
void setWebcacheDiskByLocation(
   String location
   Boolean value
)
```

### setWebcacheDiskDir( value ) throws InvalidInput, DeploymentError

Set the disk cache location

```
void setWebcacheDiskDir(
   String value
)
```

### setWebcacheDiskDirByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the disk cache location This is a location specific function, any action will operate on the specified location.

```
void setWebcacheDiskDirByLocation(
   String location
   String value
)
```

### setWebcacheMaxFileNum( value ) throws InvalidInput, DeploymentError

Set the maximum number of files that can be stored in the web cache


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```
void setWebcacheMaxFileNum(
   Unsigned Integer value
)
```

### setWebcacheMaxFileNumByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum number of files that can be stored in the web cache This is a location specific function, any action will operate on the specified location.

```
void setWebcacheMaxFileNumByLocation(
   String location
   Unsigned Integer value
)
```

### setWebcacheMaxFileSize( value ) throws InvalidInput, DeploymentError

Set the largest size of a cacheable object, relative to the total cache size, e.g. '2%', or as an absolute size in kB (default), MB or GB, e.g. '20MB'.

```
void setWebcacheMaxFileSize(
   String value
)
```

### setWebcacheMaxFileSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the largest size of a cacheable object, relative to the total cache size, e.g. '2%', or as an absolute size in kB (default), MB or GB, e.g. '20MB'. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheMaxFileSizeByLocation(
   String location
   String value
)
```

### setWebcacheMaxPathLength( value ) throws InvalidInput, DeploymentError

Set the maximum length of the path for the resource being cached

```
void setWebcacheMaxPathLength(
   Unsigned Integer value
)
```

### setWebcacheMaxPathLengthByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum length of the path for the resource being cached This is a location specific function, any action will operate on the specified location.

```
void setWebcacheMaxPathLengthByLocation(
   String location
   Unsigned Integer value
)
```

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### setWebcacheNormalizeQuery( value ) throws InvalidInput, DeploymentError

Set whether the assignment sub-strings in the parameter string are put into alphabetical order.

```
void setWebcacheNormalizeQuery(
   Boolean value
)
```

### setWebcacheNormalizeQueryByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether the assignment sub-strings in the parameter string are put into alphabetical order. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheNormalizeQueryByLocation(
   String location
   Boolean value
)
```

### setWebcacheSize( value ) throws InvalidInput, DeploymentError

Set the maximum size of the HTTP web page cache, (specified as a percentage of system RAM, e.g. '20%', or an absolute size, e.g. 200MB)

```
void setWebcacheSize(
   String value
)
```

### setWebcacheSizeByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set the maximum size of the HTTP web page cache, (specified as a percentage of system RAM, e.g. '20%', or an absolute size, e.g. 200MB) This is a location specific function, any action will operate on the specified location.

```
void setWebcacheSizeByLocation(
   String location
   String value
)
```

### setWebcacheVerbose( value ) throws InvalidInput, DeploymentError

Set whether an X-Cache-Info header to show cacheability should be added.

```
void setWebcacheVerbose(
   Boolean value
)
```

### setWebcacheVerboseByLocation( location, value ) throws InvalidInput, DeploymentError, ObjectDoesNotExist

Set whether an X-Cache-Info header to show cacheability should be added. This is a location specific function, any action will operate on the specified location.

```
void setWebcacheVerboseByLocation(
   String location
```


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```
   Boolean value
)
```

## Structures

### GlobalSettings.ReturnPathRoute

This structure contains a return path route, consisting of MAC + IPv4 + IPv6 addresses. At least one IP address is required.

```
struct GlobalSettings.ReturnPathRoute  {
   # The MAC address of the router.
   String mac;

   # The IPv4 address of the router.
   String ipv4;

   # The IPv6 address of the router.
   String ipv6;
}
```

## Enumerations

### GlobalSettings.AdminAllowRehandshake

```
enum GlobalSettings.AdminAllowRehandshake {
   # Always allow
   always,

   # Allow safe re-handshakes
   safe,

   # Only if client uses RFC 5746 (Secure Renegotiation Extension)
   rfc5746,

   # Never allow
   never
}
```

### GlobalSettings.AdminDiffieHellmanKeyLength

```
enum GlobalSettings.AdminDiffieHellmanKeyLength {
   # 1024
   dh_1024,

   # 2048
   dh_2048,

   # 3072
   dh_3072,

   # 4096
   dh_4096
```

```
}
```

## GlobalSettings.DataPlaneAccelerationCores

```
enum GlobalSettings.DataPlaneAccelerationCores {
   # 1
   One,

   # 2
   Two,

   # 4
   Four
}
```

## GlobalSettings.ErrorLevel

```
enum GlobalSettings.ErrorLevel {
   # ERR_FATAL
   fatal,

   # ERR_SERIOUS
   serious,

   # ERR_WARN
   warn,

   # ERR_INFO
   info
}
```

## GlobalSettings.FlipperHeartbeatMethod

```
enum GlobalSettings.FlipperHeartbeatMethod {
   # multicast
   multicast,

   # unicast
   unicast
}
```

## GlobalSettings.LogExportAuthHTTP

```
enum GlobalSettings.LogExportAuthHTTP {
   # None
   none,

   # Basic (Username and Password)
   basic,

   # Splunk (HEC token)
   splunk
}
```


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## GlobalSettings.Ospfv2AreaType

```
enum GlobalSettings.Ospfv2AreaType {
   # Normal area
   normal,

   # Stub area
   stub,

   # Not So Stubby Area (RFC3101)
   nssa
}
```

## GlobalSettings.SSL3AllowRehandshake

```
enum GlobalSettings.SSL3AllowRehandshake {
   # Always allow
   always,

   # Allow safe re-handshakes
   safe,

   # Only if client uses RFC 5746 (Secure Renegotiation Extension)
   rfc5746,

   # Never allow
   never
}
```

## GlobalSettings.SSL3DiffieHellmanKeyLength

```
enum GlobalSettings.SSL3DiffieHellmanKeyLength {
   # 1024
   dh_1024,

   # 2048
   dh_2048,

   # 3072
   dh_3072,

   # 4096
   dh_4096
}
```

## GlobalSettings.SSLAllowRehandshake

```
enum GlobalSettings.SSLAllowRehandshake {
   # Always allow
   always,

   # Allow safe re-handshakes
   safe,

   # Only if client uses RFC 5746 (Secure Renegotiation Extension)
   rfc5746,
```

```
   # Never allow
   never
}
```

## GlobalSettings.SSLDiffieHellmanModulusSize

```
enum GlobalSettings.SSLDiffieHellmanModulusSize {
   # 1024
   dh_1024,

   # 2048
   dh_2048,

   # 3072
   dh_3072,

   # 4096
   dh_4096
}
```

## GlobalSettings.SSLHardwarePKCS11SlotType

```
enum GlobalSettings.SSLHardwarePKCS11SlotType {
   # Operator Card Set
   operator,

   # Soft Card
   softcard,

   # Module Protected
   module
}
```

## GlobalSettings.SSLHardwareType

```
enum GlobalSettings.SSLHardwareType {
   # None
   none,

   # PKCS#11
   pkcs11,

   # Microsoft Azure Key Vault
   azure
}
```

## GlobalSettings.SSLTicketsReissuePolicy

```
enum GlobalSettings.SSLTicketsReissuePolicy {
   # always
   always,

   # never
   never
}
```


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### GlobalSettings.SocketOptimizations

```
enum GlobalSettings.SocketOptimizations {
   # auto
   auto,

   # Yes
   Yes,

   # No
   No
}
```

### GlobalSettings.SsldLibrary

```
enum GlobalSettings.SsldLibrary {
   # None
   none,

   # PKCS#11
   pkcs11,

   # Microsoft Azure Key Vault
   azure
}
```

## Conf.Extra

URI: http://soap.zeus.com/zxtm/1.1/Conf/Extra/

The Conf.Extra interface allows management of the files stored in the conf/extra directory. These files can be read in by rules, and used as error pages to be sent to clients. This interface allows creating, deleting and retrieving the files.

## Methods

### deleteFile( names ) throws ObjectDoesNotExist

Delete the named files from the conf/extra directory.

```
void deleteFile(
   String[] names
)
```

### downloadFile( name ) throws ObjectDoesNotExist

Download the named file from the conf/extra directory

```
Binary Data downloadFile(
   String name
)
```

### getFileNames()

Get the names of all the files stored in the conf/extra directory.

```
String[] getFileNames()
```

### uploadFile( name, content ) throws InvalidObjectName

Uploads a new file into the conf/extra directory, overwriting the file if it already exists.

```
void uploadFile(
   String name
   Binary Data content
)
```

## Diagnose

URI: http://soap.zeus.com/zxtm/1.1/Diagnose/

The Diagnose interface provides information about errors and problems in the system.

## Methods

### activateTrafficManagers( hostnames ) throws InvalidInput

Activate traffic managers that have recovered from failures and are ready to start taking Traffic IPs.

```
void activateTrafficManagers(
   String[] hostnames
)
```

### diagnoseSystem()

Provides all diagnostic information about the system.

```
Diagnose.ErrorInfo diagnoseSystem()
```

### getInactiveTrafficManagers()

List the traffic managers that have recovered from failures and are ready to start taking Traffic IPs.

```
String[] getInactiveTrafficManagers()
```

### getTechnicalSupportReport()

Download a technical support report suitable for providing to your support provider to help diagnose problems.

```
Binary Data getTechnicalSupportReport()
```


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## Structures

### Diagnose.AgeError

This structure combines an error message with its age in seconds

```
struct Diagnose.AgeError  {
   # Seconds since the error occurred
   Integer age;

   # error message
   String error;
}
```

### Diagnose.ConfigError

This structure contains information about configuration errors.

```
struct Diagnose.ConfigError  {
   # The file where the error has occurred.
   String filename;

   # The faulty configuration key
   String ConfigKey;

   # Severity of the error
   Diagnose.ErrLevel severity;

   # Date when the error occurred
   Time DetectionDate;

   # A human readable description of the error
   String description;
}
```

### Diagnose.ErrorInfo

This structure combines configuration, node, and flipper errors as well as a list of statuses (for an appliance).

```
struct Diagnose.ErrorInfo  {
   # The list of traffic managers that could not be contacted.
   String[] NotReachableTrafficManagers;

   # The list of configuration errors.
   Diagnose.ConfigError[] ConfigErrors;

   # The list of flipper errors.
   Diagnose.FlipperError[] FlipperErrors;

   # The list of failed nodes.
   Diagnose.FailedNode[] FailedNodes;

   # The list of system status values.
   Diagnose.SystemStatus[] SystemStatuses;
}
```

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### Diagnose.FailedNode

This structure contains information about node failures.

```
struct Diagnose.FailedNode  {
   # The name of the node that has failed.
   String node;

   # IP address in standard IPv4 or IPv6 notation.
   String IPAddress;

   # The port number of the node that has failed.
   Integer port;

   # The pool in which this node exists.
   String pool;

   # Time that the failure first occurred.
   Time InitialFailureTime;

   # The last time an attempt was made to connect to the node.
   Time LastConnectionAttempt;

   # The last received error message.
   String ErrorMessage;
}
```

### Diagnose.FlipperError

This structure contains information about Flipper errors.

```
struct Diagnose.FlipperError  {
   # The name of the affected machine.
   String machine;

   # IP address in standard IPv4 or IPv6 notation.
   String IPAddress;

   # All error messages for that machine.
   Diagnose.AgeError[] errors;
}
```

### Diagnose.SystemStatus

Status information about the hardware in an appliance is reported by instances of this structure.

```
struct Diagnose.SystemStatus  {
   # The component this object refers to
   String component;

   # The severity level
   Diagnose.ErrLevel severity;

   # Human-readable description of the status
   String message;
```


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```
}
```

## Enumerations

### Diagnose.ErrLevel

This enumeration defines the possible severity levels of an error.

```
enum Diagnose.ErrLevel {
   # A fatal error, causes program to die/crash/fail to startup.
   ERR_FATAL,

   # A serious, unexpected error that shouldn't occur under normal conditions.
   # Conditions which will prevent the server from operating properly and should
   # be brought to the webmaster's attention immediately
   ERR_SERIOUS,

   # something which should be brought to the attention of the webmaster, but
   # not immediately.
   ERR_WARN,

   # Minor things that might be of interest e.g. access denied.
   ERR_INFO
}
```

# System.Backups

URI: http://soap.zeus.com/zxtm/1.0/System/Backups/

The Backups interfaces provide operations on saved configuration backup archives.

## Methods

### createBackup( name, description ) throws ObjectAlreadyExists, InvalidObjectName

Create backup archive based on the current configuration

```
void createBackup(
   String name
   String description
)
```

### deleteAllBackups()

Delete all the backups

```
void deleteAllBackups()
```

### deleteBackups( names ) throws ObjectDoesNotExist

Delete one or more backups

```
void deleteBackups(
```

```
   String[] names
)
```

### downloadBackup( name ) throws ObjectDoesNotExist

Download a named backup archive

```
Binary Data downloadBackup(
   String name
)
```

### getBackupDetails( names )

Get details for one or more backups.

```
System.Backups.Backup[] getBackupDetails(
   String[] names
)
```

### listAllBackups()

List the details for all backup archives.

```
System.Backups.Backup[] listAllBackups()
```

### restoreBackup( name ) throws ObjectDoesNotExist

Restore the named backup archive to be the current configuration

```
void restoreBackup(
   String name
)
```

### uploadBackup( name, backup ) throws InvalidObjectName, ObjectAlreadyExists, InvalidInput

Upload a backup archive

```
void uploadBackup(
   String name
   Binary Data backup
)
```

## Structures

### System.Backups.Backup

This structure contains the information for each configuration backup archive.

```
struct System.Backups.Backup  {
   # The backup filename.
   String name;

   # The description for this backup.
   String description;
```


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```
   # The date this backup was created.
   Time date;

   # The version of this backup archive.
   String version;
}
```

## Alerting.EventType

URI: http://soap.zeus.com/zxtm/1.0/Alerting/EventType/

Alerting.EventType is an interface that allows you to manage event types. Event Types are groups of events and are associated with a list of actions that are invoked when one of the events in the Event Type is triggered.

### Methods

#### addCloudcredentialNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Cloud Credentials that will trigger the specified event types. If the event type has no Cloud Credentials names configured, all objects of this type will match.

```
void addCloudcredentialNames(
   String[] names
   String[][] objects
)
```

#### addCustomEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Adds custom events the specified event types will trigger on. Custom events are generated by TrafficScript using the event.emit function. To match all custom events, include '*' in the passed array.

```
void addCustomEvents(
   String[] names
   String[][] events
)
```

#### addEventType( names, eventtypes ) throws ObjectAlreadyExists, InvalidObjectName, InvalidInput, DeploymentError

Add an event type that will cause an action to be triggered when its conditions are met.

```
void addEventType(
   String[] names
   Alerting.EventType.EventType[] eventtypes
)
```

### addEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Adds events to an event type. An event is something that must occur for the associated actions to be triggered (only one event needs to happen to trigger the actions). At least one event must be specified.

```
void addEvents(
   String[] names
   Alerting.EventType.Event[][] events
)
```

### addLicensekeyNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of License Key that will trigger the specified event types. If the event type has no License Key names configured, all objects of this type will match.

```
void addLicensekeyNames(
   String[] names
   String[][] objects
)
```

### addLocationNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Location that will trigger the specified event types. If the event type has no Location names configured, all objects of this type will match.

```
void addLocationNames(
   String[] names
   String[][] objects
)
```

### addMappedActions( names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add an action that will be run when this event type is triggered.

```
void addMappedActions(
   String[] names
   String[][] values
)
```

### addMonitorNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Monitor that will trigger the specified event types. If the event type has no Monitor names configured, all objects of this type will match.

```
void addMonitorNames(
   String[] names
   String[][] objects
)
```


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### addNodeNames( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Node that will trigger the specified event types. If the event type has no Node names configured, all objects of this type will match.

```
void addNodeNames(
   String[] names
   String[][] events
)
```

### addPoolNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Pool that will trigger the specified event types. If the event type has no Pool names configured, all objects of this type will match.

```
void addPoolNames(
   String[] names
   String[][] objects
)
```

### addProtectionNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Service Protection Class that will trigger the specified event types. If the event type has no Service Protection Class names configured, all objects of this type will match.

```
void addProtectionNames(
   String[] names
   String[][] objects
)
```

### addRuleNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Rule that will trigger the specified event types. If the event type has no Rule names configured, all objects of this type will match.

```
void addRuleNames(
   String[] names
   String[][] objects
)
```

### addServiceNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of GLB Service that will trigger the specified event types. If the event type has no GLB Service names configured, all objects of this type will match.

```
void addServiceNames(
   String[] names
   String[][] objects
)
```

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### addSlmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of SLM Class that will trigger the specified event types. If the event type has no SLM Class names configured, all objects of this type will match.

```
void addSlmNames(
   String[] names
   String[][] objects
)
```

### addVserverNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Virtual Server that will trigger the specified event types. If the event type has no Virtual Server names configured, all objects of this type will match.

```
void addVserverNames(
   String[] names
   String[][] objects
)
```

### addZxtmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Add the names of Traffic Manager that will trigger the specified event types. If the event type has no Traffic Manager names configured, all objects of this type will match.

```
void addZxtmNames(
   String[] names
   String[][] objects
)
```

### copyEventType( names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError

Copy each of the named event types.

```
void copyEventType(
   String[] names
   String[] new_names
)
```

### deleteEventType( names ) throws ObjectDoesNotExist, DeploymentError

Removes one or more event types.

```
void deleteEventType(
   String[] names
)
```

### getCloudcredentialNames( names ) throws ObjectDoesNotExist

Get the names of Cloud Credentials that will trigger the specified event types. If the event type has no Cloud Credentials names configured, all objects of this type will match.


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```
String[][] getCloudcredentialNames(
   String[] names
)
```

### getCustomEvents( names ) throws ObjectDoesNotExist

Gets the custom events of the specified event types. Custom events are generated by TrafficScript using the event.emit function. If '*' is returned, all custom events will trigger this event type.

```
String[][] getCustomEvents(
   String[] names
)
```

### getEventType( names ) throws ObjectDoesNotExist

Returns a set of event type objects for the specified names.

```
Alerting.EventType.EventType[] getEventType(
   String[] names
)
```

### getEventTypeNames()

Returns the names of all event types in the system.

```
String[] getEventTypeNames()
```

### getEvents( names ) throws ObjectDoesNotExist

Gets an event type's events. An event is something that must occur for the associated actions to be triggered (only one event needs to happen to trigger the actions). At least one event must be specified.

```
Alerting.EventType.Event[][] getEvents(
   String[] names
)
```

### getLicensekeyNames( names ) throws ObjectDoesNotExist

Get the names of License Key that will trigger the specified event types. If the event type has no License Key names configured, all objects of this type will match.

```
String[][] getLicensekeyNames(
   String[] names
)
```

### getLocationNames( names ) throws ObjectDoesNotExist

Get the names of Location that will trigger the specified event types. If the event type has no Location names configured, all objects of this type will match.

```
String[][] getLocationNames(
   String[] names
)
```

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### getMappedActions( names ) throws ObjectDoesNotExist

Get an action that will be run when this event type is triggered.

```
String[][] getMappedActions(
   String[] names
)
```

### getMonitorNames( names ) throws ObjectDoesNotExist

Get the names of Monitor that will trigger the specified event types. If the event type has no Monitor names configured, all objects of this type will match.

```
String[][] getMonitorNames(
   String[] names
)
```

### getNodeNames( names ) throws ObjectDoesNotExist

Get the names of Node that will trigger the specified event types. If the event type has no Node names configured, all objects of this type will match.

```
String[][] getNodeNames(
   String[] names
)
```

### getNote( names ) throws ObjectDoesNotExist

Get the note for each of the named Event Types.

```
String[] getNote(
   String[] names
)
```

### getPoolNames( names ) throws ObjectDoesNotExist

Get the names of Pool that will trigger the specified event types. If the event type has no Pool names configured, all objects of this type will match.

```
String[][] getPoolNames(
   String[] names
)
```

### getProtectionNames( names ) throws ObjectDoesNotExist

Get the names of Service Protection Class that will trigger the specified event types. If the event type has no Service Protection Class names configured, all objects of this type will match.

```
String[][] getProtectionNames(
   String[] names
)
```


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### getRuleNames( names ) throws ObjectDoesNotExist

Get the names of Rule that will trigger the specified event types. If the event type has no Rule names configured, all objects of this type will match.

```
String[][] getRuleNames(
   String[] names
)
```

### getServiceNames( names ) throws ObjectDoesNotExist

Get the names of GLB Service that will trigger the specified event types. If the event type has no GLB Service names configured, all objects of this type will match.

```
String[][] getServiceNames(
   String[] names
)
```

### getSlmNames( names ) throws ObjectDoesNotExist

Get the names of SLM Class that will trigger the specified event types. If the event type has no SLM Class names configured, all objects of this type will match.

```
String[][] getSlmNames(
   String[] names
)
```

### getVserverNames( names ) throws ObjectDoesNotExist

Get the names of Virtual Server that will trigger the specified event types. If the event type has no Virtual Server names configured, all objects of this type will match.

```
String[][] getVserverNames(
   String[] names
)
```

### getZxtmNames( names ) throws ObjectDoesNotExist

Get the names of Traffic Manager that will trigger the specified event types. If the event type has no Traffic Manager names configured, all objects of this type will match.

```
String[][] getZxtmNames(
   String[] names
)
```

### removeCloudcredentialNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Cloud Credentials that will trigger the specified event types. If the event type has no Cloud Credentials names configured, all objects of this type will match.

```
void removeCloudcredentialNames(
   String[] names
   String[][] objects
)
```

### removeCustomEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Removes custom events from the specified event types. Custom events are generated by TrafficScript using the event.emit function. If you pass '*', all custom events will be removed.

```
void removeCustomEvents(
   String[] names
   String[][] events
)
```

### removeEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Removes events from the event type. An event is something that must occur for the associated actions to be triggered (only one event needs to happen to trigger the actions). At least one event must be specified.

```
void removeEvents(
   String[] names
   Alerting.EventType.Event[][] events
)
```

### removeLicensekeyNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of License Key that will trigger the specified event types. If the event type has no License Key names configured, all objects of this type will match.

```
void removeLicensekeyNames(
   String[] names
   String[][] objects
)
```

### removeLocationNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Location that will trigger the specified event types. If the event type has no Location names configured, all objects of this type will match.

```
void removeLocationNames(
   String[] names
   String[][] objects
)
```

### removeMappedActions( names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove an action that will be run when this event type is triggered.

```
void removeMappedActions(
   String[] names
   String[][] values
)
```


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### removeMonitorNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Monitor that will trigger the specified event types. If the event type has no Monitor names configured, all objects of this type will match.

```
void removeMonitorNames(
   String[] names
   String[][] objects
)
```

### removeNodeNames( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Node that will trigger the specified event types. If the event type has no Node names configured, all objects of this type will match.

```
void removeNodeNames(
   String[] names
   String[][] events
)
```

### removePoolNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Pool that will trigger the specified event types. If the event type has no Pool names configured, all objects of this type will match.

```
void removePoolNames(
   String[] names
   String[][] objects
)
```

### removeProtectionNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Service Protection Class that will trigger the specified event types. If the event type has no Service Protection Class names configured, all objects of this type will match.

```
void removeProtectionNames(
   String[] names
   String[][] objects
)
```

### removeRuleNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Rule that will trigger the specified event types. If the event type has no Rule names configured, all objects of this type will match.

```
void removeRuleNames(
   String[] names
   String[][] objects
)
```

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### removeServiceNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of GLB Service that will trigger the specified event types. If the event type has no GLB Service names configured, all objects of this type will match.

```
void removeServiceNames(
   String[] names
   String[][] objects
)
```

### removeSlmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of SLM Class that will trigger the specified event types. If the event type has no SLM Class names configured, all objects of this type will match.

```
void removeSlmNames(
   String[] names
   String[][] objects
)
```

### removeVserverNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Virtual Server that will trigger the specified event types. If the event type has no Virtual Server names configured, all objects of this type will match.

```
void removeVserverNames(
   String[] names
   String[][] objects
)
```

### removeZxtmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Remove the names of Traffic Manager that will trigger the specified event types. If the event type has no Traffic Manager names configured, all objects of this type will match.

```
void removeZxtmNames(
   String[] names
   String[][] objects
)
```

### renameEventType( names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError, InvalidOperation

Rename each of the named event types.

```
void renameEventType(
   String[] names
   String[] new_names
)
```


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### setCloudcredentialNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Cloud Credentials that will trigger the specified event types. If the event type has no Cloud Credentials names configured, all objects of this type will match.

```
void setCloudcredentialNames(
   String[] names
   String[][] objects
)
```

### setCustomEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Gets the custom events the specified event types will trigger on. Custom events are generated by TrafficScript using the event.emit function. To match all custom events, include '*' in the passed array.

```
void setCustomEvents(
   String[] names
   String[][] events
)
```

### setEvents( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Sets an event type's events (all old events will be removed). An event is something that must occur for the associated actions to be triggered (only one event needs to happen to trigger the actions). At least one event must be specified.

```
void setEvents(
   String[] names
   Alerting.EventType.Event[][] events
)
```

### setLicensekeyNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of License Key that will trigger the specified event types. If the event type has no License Key names configured, all objects of this type will match.

```
void setLicensekeyNames(
   String[] names
   String[][] objects
)
```

### setLocationNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Location that will trigger the specified event types. If the event type has no Location names configured, all objects of this type will match.

```
void setLocationNames(
   String[] names
   String[][] objects
```

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```
)
```

### setMappedActions( names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set an action that will be run when this event type is triggered.

```
void setMappedActions(
   String[] names
   String[][] values
)
```

### setMonitorNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Monitor that will trigger the specified event types. If the event type has no Monitor names configured, all objects of this type will match.

```
void setMonitorNames(
   String[] names
   String[][] objects
)
```

### setNodeNames( names, events ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Node that will trigger the specified event types. If the event type has no Node names configured, all objects of this type will match.

```
void setNodeNames(
   String[] names
   String[][] events
)
```

### setNote( names, values ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the note for each of the named Event Types.

```
void setNote(
   String[] names
   String[] values
)
```

### setPoolNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Pool that will trigger the specified event types. If the event type has no Pool names configured, all objects of this type will match.

```
void setPoolNames(
   String[] names
   String[][] objects
)
```


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### setProtectionNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Service Protection Class that will trigger the specified event types. If the event type has no Service Protection Class names configured, all objects of this type will match.

```
void setProtectionNames(
   String[] names
   String[][] objects
)
```

### setRuleNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Rule that will trigger the specified event types. If the event type has no Rule names configured, all objects of this type will match.

```
void setRuleNames(
   String[] names
   String[][] objects
)
```

### setServiceNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of GLB Service that will trigger the specified event types. If the event type has no GLB Service names configured, all objects of this type will match.

```
void setServiceNames(
   String[] names
   String[][] objects
)
```

### setSlmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of SLM Class that will trigger the specified event types. If the event type has no SLM Class names configured, all objects of this type will match.

```
void setSlmNames(
   String[] names
   String[][] objects
)
```

### setVserverNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Virtual Server that will trigger the specified event types. If the event type has no Virtual Server names configured, all objects of this type will match.

```
void setVserverNames(
   String[] names
   String[][] objects
)
```

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### setZxtmNames( names, objects ) throws InvalidInput, ObjectDoesNotExist, InvalidOperation, DeploymentError

Set the names of Traffic Manager that will trigger the specified event types. If the event type has no Traffic Manager names configured, all objects of this type will match.

```
void setZxtmNames(
   String[] names
   String[][] objects
)
```

## Structures

### Alerting.EventType.EventType

A set of conditions that when met causes an action to be run.

```
struct Alerting.EventType.EventType  {
   # The events that will trigger the associated actions.
   Alerting.EventType.Event[] events;

   # The names of all the custom events you want to trigger this event type.
   String[] customEvents;

   # The names of all the actions mapped to this custom event.
   String[] mappedActions;

   # The names of all the Service Protection Classes that should trigger this
   # event type. If this is an empty array all objects of this type will be
   # matched.
   String[] protectionNames;

   # The names of all the Virtual Servers that should trigger this event type.
   # If this is an empty array all objects of this type will be matched.
   String[] vserverNames;

   # The names of all the SLM Classes that should trigger this event type. If
   # this is an empty array all objects of this type will be matched.
   String[] slmNames;

   # The names of all the Locations that should trigger this event type. If this
   # is an empty array all objects of this type will be matched.
   String[] locationNames;

   # The names of all the Monitors that should trigger this event type. If this
   # is an empty array all objects of this type will be matched.
   String[] monitorNames;

   # The names of all the GLB Services that should trigger this event type. If
   # this is an empty array all objects of this type will be matched.
   String[] serviceNames;

   # The names of all the Rules that should trigger this event type. If this is
   # an empty array all objects of this type will be matched.
```


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```
   String[] ruleNames;

   # The names of all the Cloud Credentials that should trigger this event type.
   # If this is an empty array all objects of this type will be matched.
   String[] cloudcredentialNames;

   # The names of all the License Keys that should trigger this event type. If
   # this is an empty array all objects of this type will be matched.
   String[] licensekeyNames;

   # The names of all the Traffic Managers that should trigger this event type.
   # If this is an empty array all objects of this type will be matched.
   String[] zxtmNames;

   # The names of all the Pools that should trigger this event type. If this is
   # an empty array all objects of this type will be matched.
   String[] poolNames;
}
```

## Enumerations

### Alerting.EventType.Event

```
enum Alerting.EventType.Event {
   # This event matches all events.
   ALL,

   # Special value that matches all events of type Cloud Credentials.
   cloudcredentials_ALL,

   # Cloud Credentials - A cloud API process querying changes to cloud instances
   # is hanging
   cloudcredentials_apistatusprocesshanging,

   # Cloud Credentials - An API call made by the autoscaler process has returned
   # a response that could not be parsed
   cloudcredentials_autoscaleresponseparseerror,

   # Cloud Credentials - An API call made by the autoscaler process has reported
   # an error
   cloudcredentials_autoscalestatusupdateerror,

   # Cloud Credentials - A cloud API process has timed out
   cloudcredentials_autoscalingprocesstimedout,

   # Cloud Credentials - A Cloud Credentials object has been deleted but it was
   # still in use
   cloudcredentials_usedcredsdeleted,

   # Special value that matches all events of type Configuration Files.
   config_ALL,

   # Configuration Files - Configuration file added
   config_confadd,
```

```
# Configuration Files - Configuration file deleted
config_confdel,

# Configuration Files - Configuration file modified
config_confmod,

# Configuration Files - Configuration file now OK
config_confok,

# Special value that matches all events of type Fault Tolerance.
faulttolerance_ALL,

# Fault Tolerance - Activating this machine automatically because it is the
# only working machine in its Traffic IP Groups
faulttolerance_activatealldead,

# Fault Tolerance - Machine has recovered and been activated automatically
# because it would cause no service disruption
faulttolerance_activatedautomatically,

# Fault Tolerance - All machines are working
faulttolerance_allmachinesok,

# Fault Tolerance - Automatic failback after delay
faulttolerance_autofailbackafterdelay,

# Fault Tolerance - Auto-failback delay timer cancelled
faulttolerance_autofailbacktimercancelled,

# Fault Tolerance - Auto-failback wait period started
faulttolerance_autofailbacktimerstarted,

# Fault Tolerance - Auto-failback delay timer stopped due to system failure
faulttolerance_autofailbacktimerstopped,

# Fault Tolerance - Some of the BGP neighbors do not have established
# sessions
faulttolerance_bgpneighborsdegraded,

# Fault Tolerance - None of the BGP neighbors have an established session
faulttolerance_bgpneighborsfailed,

# Fault Tolerance - There are established sessions with all BGP neighbors
faulttolerance_bgpneighborsok,

# Fault Tolerance - There are no valid BGP neighbors defined
faulttolerance_bgpnoneighbors,

# Fault Tolerance - The system clock jumped forwards or backwards by more
# than one second
faulttolerance_clockjump,

# Fault Tolerance - The monotonic system clock went backwards
```


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```
faulttolerance_clocknotmonotonic,

# Fault Tolerance - Removing EC2 IP Address from all machines; it is no
# longer a part of any Traffic IP Groups
faulttolerance_dropec2ipwarn,

# Fault Tolerance - Removing GCE IP Address from all machines; it is no
# longer a part of any Traffic IP Groups
faulttolerance_dropgceipwarn,

# Fault Tolerance - Dropping Traffic IP Address due to a configuration change
# or traffic manager recovery
faulttolerance_dropipinfo,

# Fault Tolerance - Dropping Traffic IP Address due to an error
faulttolerance_dropipwarn,

# Fault Tolerance - Moving EC2 IP Address; local machine is working
faulttolerance_ec2flipperraiselocalworking,

# Fault Tolerance - Moving EC2 IP Address; other machines have failed
faulttolerance_ec2flipperraiseothersdead,

# Fault Tolerance - Problem occurred when managing an EC2 IP address
faulttolerance_ec2iperr,

# Fault Tolerance - Cannot raise Elastic IP on this machine until EC2
# provides it with a public IP address
faulttolerance_ec2nopublicip,

# Fault Tolerance - Cannot raise Elastic IP on this machine as no suitable
# secondary IP is available on the allowed network card(s)
faulttolerance_ec2nosecondaryprivateip,

# Fault Tolerance - Back-end nodes are now working
faulttolerance_flipperbackendsworking,

# Fault Tolerance - Re-raising Traffic IP Address; Operating system did not
# fully raise the address
faulttolerance_flipperdadreraise,

# Fault Tolerance - Frontend machines are now working
faulttolerance_flipperfrontendsworking,

# Fault Tolerance - Failed to raise Traffic IP Address; the address exists
# elsewhere on your network and cannot be raised
faulttolerance_flipperipexists,

# Fault Tolerance - Raising Traffic IP Address; local machine is working
faulttolerance_flipperraiselocalworking,

# Fault Tolerance - Raising Traffic IP Address; Operating System had dropped
# this IP address
faulttolerance_flipperraiseosdrop,
```

```
# Fault Tolerance - Raising Traffic IP Address; other machines have failed
faulttolerance_flipperraiseothersdead,

# Fault Tolerance - This Traffic Manager has re-raised traffic IP addresses
# as the remote machine which was hosting them has dropped them
faulttolerance_flipperraiseremotedropped,

# Fault Tolerance - Machine is ready to raise Traffic IP addresses
faulttolerance_flipperrecovered,

# Fault Tolerance - Moving GCE IP Address; local machine is working
faulttolerance_gceflipperraiselocalworking,

# Fault Tolerance - Moving GCE IP Address; other machines have failed
faulttolerance_gceflipperraiseothersdead,

# Fault Tolerance - Problem occurred when managing a GCE IP address
faulttolerance_gceiperr,

# Fault Tolerance - Cannot associate more External IP addresses with this
# instance, all interfaces are allocated
faulttolerance_gcenofreenic,

# Fault Tolerance - Remote machine has failed
faulttolerance_machinefail,

# Fault Tolerance - Remote machine is now working
faulttolerance_machineok,

# Fault Tolerance - Remote machine has recovered and can raise Traffic IP
# addresses
faulttolerance_machinerecovered,

# Fault Tolerance - Remote machine has timed out and been marked as failed
faulttolerance_machinetimeout,

# Fault Tolerance - The amount of load handled by the local machine destined
# for this Traffic IP has changed
faulttolerance_multihostload,

# Fault Tolerance - Some of the monitored OSPF neighbors are not peered
faulttolerance_ospfneighborsdegraded,

# Fault Tolerance - None of the monitored OSPF neighbors are peered
faulttolerance_ospfneighborsfailed,

# Fault Tolerance - All monitored OSPF neighbors are peered
faulttolerance_ospfneighborsok,

# Fault Tolerance - Failed to ping back-end nodes
faulttolerance_pingbackendfail,

# Fault Tolerance - Failed to ping any of the machines used to check the
```


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```
# front-end connectivity
faulttolerance_pingfrontendfail,

# Fault Tolerance - Failed to ping default gateway
faulttolerance_pinggwfail,

# Fault Tolerance - Failed to send ping packets
faulttolerance_pingsendfail,

# Fault Tolerance - Routing software had a major failure and will be
# restarted
faulttolerance_routingswfailed,

# Fault Tolerance - Routing software has failed and reached its failure limit
faulttolerance_routingswfailurelimitreached,

# Fault Tolerance - Routing software is now operational
faulttolerance_routingswoperational,

# Fault Tolerance - Routing software failed to start
faulttolerance_routingswstartfailed,

# Fault Tolerance - Received an invalid response from another cluster member
faulttolerance_statebaddata,

# Fault Tolerance - Failed to connect to another cluster member for state
# sharing
faulttolerance_stateconnfail,

# Fault Tolerance - Successfully connected to another cluster member for
# state sharing
faulttolerance_stateok,

# Fault Tolerance - Reading state data from another cluster member failed
faulttolerance_statereadfail,

# Fault Tolerance - Timeout while sending state data to another cluster
# member
faulttolerance_statetimeout,

# Fault Tolerance - Received unexpected state data from another cluster
# member
faulttolerance_stateunexpected,

# Fault Tolerance - Writing state data to another cluster member failed
faulttolerance_statewritefail,

# Fault Tolerance - An error occurred when using the zcluster Multi-Hosted IP
# kernel module
faulttolerance_zclustermoderr,

# Special value that matches all events of type General.
general_ALL,
```

```
# General - Analytics Transaction Metadata Export connected
general_analyticsconnected,

# General - Analytics Transaction Metadata Export connection failure
general_analyticsconnectionerror,

# General - Analytics Transaction Metadata Export disconnected
general_analyticsdisconnected,

# General - Application firewall control command failed
general_appfirewallcontrolerror,

# General - Application firewall restarted
general_appfirewallcontrolrestarted,

# General - Application firewall started
general_appfirewallcontrolstarted,

# General - Application firewall stopped
general_appfirewallcontrolstopped,

# General - Application firewall control command timed out
general_appfirewallcontroltimeout,

# General - Appliance notification
general_appliance,

# General - An audit log event has occured
general_audit,

# General - An error occurred during user authentication
general_autherror,

# General - A hostname used for DNS-derived Autoscaling doesn't resolve
general_autoscaleresolvefailure,

# General - Autoscaling not permitted by licence key
general_autoscalinglicenseerror,

# General - There was an error communicating with a child process
general_childcommsfail,

# General - SD Communications Channel Agent died
general_commchanneldied,

# General - Failed to start SD Communications Channel Agent
general_commchannelstartfail,

# General - SD Communications Channel Agent failed to terminate
general_commchannelterminatefail,

# General - Replication of configuration has failed
general_confrepfailed,
```


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```
# General - Replication of configuration has timed out
general_confreptimeout,

# General - Traffic manager failed to get the required output from the
# Service Discovery plugin
general_discopluginfailed,

# General - Service Discovery plugin returned invalid output
general_discoplugininvalid,

# General - Traffic manager failed to start the Service Discovery Plugin
general_discopluginstartfail,

# General - Traffic manager has now successfully run the Service Discovery
# plugin
general_discopluginstartsuccess,

# General - The built-in DNS server has failed to create a DNS record
general_dnszonecreaterecord,

# General - The built-in DNS server has failed to parse a DNS zone file
general_dnszoneparse,

# General - The built-in DNS server has failed to validate a DNS zone file
general_dnszonevalidate,

# General - Traffic manager failed to get the required data from Amazon
# servers
general_ec2dataretrievalfailed,

# General - Traffic manager has now successfully retrieved the required data
# from Amazon servers
general_ec2dataretrievalsuccessful,

# General - The EC2 instance is now initialized
general_ec2initialized,

# General - Running out of free file descriptors
general_fewfreefds,

# General - FIPS 140-2 cryptographic module initialization failed
general_fipsfailinit,

# General - FIPS 140-2 cryptographic module operations failed
general_fipsfailops,

# General - Traffic manager failed to get the required data from GCE instance
general_gcedataretrievalfailed,

# General - Traffic manager has now successfully retrieved the required data
# from GCE instance
general_gcedataretrievalsuccessful,

# General - Failed to load geolocation data
```

```
general_geodataloadfail,

# General - A location has been disabled because you have exceeded the
# licence limit
general_licensetoomanylocations,

# General - Log disk partition full
general_logdiskfull,

# General - Log disk partition usage has exceeded threshold
general_logdiskoverload,

# General - Log disk partition usage has recovered
general_logdiskrecovered,

# General - DNS-derived Autoscaling will resume updating, as the DNS server
# is now responding
general_nameserveravailable,

# General - DNS-derived Autoscaling will not update, as the DNS server is
# unavailable
general_nameserverunavailable,

# General - Total number of locations exceeded the maximum limit
general_numlocations-exceeded,

# General - Total number of nodes exceeded the maximum number of nodes that
# can be monitored
general_numnodes-exceeded,

# General - Total number of pools exceeded the maximum limit
general_numpools-exceeded,

# General - Total number of traffic IP group exceeded the maximum limit
general_numtipg-exceeded,

# General - OCSP request (for OCSP stapling) failed
general_ocspstaplingfail,

# General - Insufficient memory for OCSP stapling
general_ocspstaplingnomem,

# General - An OCSP request (for OCSP stapling) reported that a certificate
# was revoked
general_ocspstaplingrevoked,

# General - An OCSP request (for OCSP stapling) reported that a certificate
# was unknown
general_ocspstaplingunknown,

# General - An old but good OCSP response was returned for a revoked
# certificate
general_ocspstaplingunrevoked,
```


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```
# General - Software must be restarted to apply configuration changes
general_restartrequired,

# General - Software is running
general_running,

# General - CRL does not fit in the configured amount of shared memory,
# increase ssl!crl_mem!size and restart software
general_sslcrltoobig,

# General - No SSL ticket encryption key available
general_sslticketencryptionkeyunavailable,

# General - Virtual Traffic Manager Appliance reboot required
general_sysctlreboot,

# General - Time has been moved back
general_timemovedback,

# General - Virtual Traffic Manager restart/reboot required
general_unspecifiedreboot,

# General - Virtual Traffic Manager Appliance reboot required
general_upgradereboot,

# General - Virtual Traffic Manager software restart required
general_upgraderestart,

# General - Traffic Manager process stall detected by the watchdog
general_watchdog,

# General - The number of simultaneously active connections has reached a
# level that the software cannot process in due time because of CPU
# starvation; there is a high risk of connections timing out
general_zxtmcpustarvation,

# General - The number of simultaneously active connections has reached a
# level that the software cannot process in due time; there is a high risk of
# connections timing out
general_zxtmhighload,

# General - Internal software error
general_zxtmswerror,

# Special value that matches all events of type Java.
java_ALL,

# Java - Java runner died
java_javadied,

# Java - Cannot start Java runner, program not found
java_javanotfound,

# Java - Java runner started
```

```
java_javastarted,

# Java - Java runner failed to start
java_javastartfail,

# Java - Java support has stopped
java_javastop,

# Java - Java runner failed to terminate
java_javaterminatefail,

# Java - Servlet encountered an error
java_servleterror,

# Special value that matches all events of type License Keys.
licensekeys_ALL,

# License Keys - Analytics Export support has been disabled
licensekeys_analyticsexportlicensedisabled,

# License Keys - Analytics Export support has been enabled
licensekeys_analyticsexportlicenseenabled,

# License Keys - Realtime Analytics support has been disabled
licensekeys_analyticslicensedisabled,

# License Keys - Realtime Analytics support has been enabled
licensekeys_analyticslicenseenabled,

# License Keys - Autoscaling support has been disabled
licensekeys_autoscalinglicensedisabled,

# License Keys - Autoscaling support has been enabled
licensekeys_autoscalinglicenseenabled,

# License Keys - License key bandwidth limit has been hit
licensekeys_bwlimited,

# License Keys - Configured cache size exceeds license limit, only using
# amount allowed by license
licensekeys_cachesizereduced,

# License Keys - Cluster size exceeds the Community Edition limit
licensekeys_communityeditionclustertoobig,

# License Keys - License expired
licensekeys_expired,

# License Keys - License key expires within 7 days
licensekeys_expiresoon,

# License Keys - License key expires within 15 days
licensekeys_expiresoon15,
```


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```
# License Keys - License key expires within 30 days
licensekeys_expiresoon30,

# License Keys - License key expires within 60 days
licensekeys_expiresoon60,

# License Keys - License key expires within 90 days
licensekeys_expiresoon90,

# License Keys - License allows less memory for caching
licensekeys_lessmemallowed,

# License Keys - License key authorized
licensekeys_license-authorized,

# License Keys - License key authorized by authorization code
licensekeys_license-authorized-ts,

# License Keys - License key explicitly disabled from authorization code
licensekeys_license-explicitlydisabled-ts,

# License Keys - Unable to authorize license key
licensekeys_license-graceperiodexpired,

# License Keys - Unable to authorize license key
licensekeys_license-graceperiodexpired-ts,

# License Keys - License server rejected license key; key remains authorized
licensekeys_license-rejected-authorized,

# License Keys - License key rejected from authorization code; key remains
# authorized
licensekeys_license-rejected-authorized-ts,

# License Keys - License server rejected license key; key is not authorized
licensekeys_license-rejected-unauthorized,

# License Keys - License key rejected from authorization code
licensekeys_license-rejected-unauthorized-ts,

# License Keys - Unable to contact license server; license key remains
# authorized
licensekeys_license-timedout-authorized,

# License Keys - Unable to run authorization code to completion; key remains
# valid
licensekeys_license-timedout-authorized-ts,

# License Keys - Unable to contact license server; license key is not
# authorized
licensekeys_license-timedout-unauthorized,

# License Keys - Unable to run authorization code to completion
licensekeys_license-timedout-unauthorized-ts,
```

```
# License Keys - License not authorized by remote server
licensekeys_license-unauthorized,

# License Keys - Cluster size exceeds license key limit
licensekeys_licenseclustertoobig,

# License Keys - Invalid License
licensekeys_licensecorrupt,

# License Keys - Error detected in LicenseStateFile format
licensekeys_licensestate-malformed,

# License Keys - Unable to preserve license state
licensekeys_licensestate-write-failed,

# License Keys - License allows more memory for caching
licensekeys_morememallowed,

# License Keys - License key SSL transactions-per-second limit has been hit
licensekeys_ssltpslimited,

# License Keys - License key transactions-per-second limit has been hit
licensekeys_tpslimited,

# License Keys - Started without a license
licensekeys_unlicensed,

# License Keys - Using license key
licensekeys_usinglicense,

# License Keys - A new limit on the maximum cache size is in place
licensekeys_webcachelicensenewmax,

# Special value that matches all events of type Locations.
locations_ALL,

# Locations - Location is now available for GLB Service
locations_locationavailable,

# Locations - Location has been disabled for GLB Service
locations_locationdisabled,

# Locations - Location is being drained for GLB Service
locations_locationdraining,

# Locations - Location has just been enabled for GLB Service
locations_locationenabled,

# Locations - Location has failed for GLB Service
locations_locationfail,

# Locations - A monitor has detected a failure in this location
locations_locationmonitorfail,
```


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```
# Locations - A monitor has indicated this location is now working
locations_locationmonitorok,

# Locations - Location is not being drained for GLB Service
locations_locationnotdraining,

# Locations - Location is now healthy for GLB Service
locations_locationok,

# Locations - An external SOAP agent has detected a failure in this location
locations_locationsoapfail,

# Locations - An external SOAP agent indicates this location is now working
locations_locationsoapok,

# Locations - Location has become unavailable for GLB Service
locations_locationunavailable,

# Locations - Location no longer contains any machines
locations_locempty,

# Locations - Machine now in location
locations_locmovemachine,

# Special value that matches all events of type Monitors.
monitors_ALL,

# Monitors - Monitor has detected a failure
monitors_monitorfail,

# Monitors - Monitor is working
monitors_monitorok,

# Special value that matches all events of type Pools.
pools_ALL,

# Pools - API change process still running after refractory period is over
pools_apichangeprocesshanging,

# Pools - The creation of a new node requested by an autoscaled pool is now
# complete
pools_autonodecreationcomplete,

# Pools - Creation of new node instigated
pools_autonodecreationstarted,

# Pools - A cloud API call to destroy a node has been started
pools_autonodedestroyed,

# Pools - The destruction of a node in an autoscaled pool is now complete
pools_autonodedestructioncomplete,

# Pools - A node in an autoscaled pool has disappeared from the cloud
```

```
pools_autonodedisappeared,

# Pools - IP address of newly created instance already existed in pool's node
# list
pools_autonodeexisted,

# Pools - Node has no public IP address
pools_autonodenopublicip,

# Pools - A node in an DNS-derived autoscaled pool has been removed
pools_autonoderemoved,

# Pools - The status of a node in an autoscaled pool has changed
pools_autonodestatuschange,

# Pools - Two pools are trying to use the same instance
pools_autoscalednodecontested,

# Pools - An autoscaled pool is now refractory
pools_autoscaledpoolrefractory,

# Pools - Over maximum size - shrinking
pools_autoscaledpooltoobig,

# Pools - Minimum size undercut - growing
pools_autoscaledpooltoosmall,

# Pools - The 'imageid' was empty when attempting to create a node in an
# autoscaled pool
pools_autoscaleinvalidargforcreatenode,

# Pools - 'unique id' was empty when attempting to destroy a node in an
# autoscaled pool
pools_autoscaleinvalidargfordeletenode,

# Pools - A pool config file has been updated by the autoscaler process
pools_autoscalepoolconfupdate,

# Pools - A node created by the autoscaler has the wrong imageid
pools_autoscalewrongimageid,

# Pools - A node created by the autoscaler has a non-matching name
pools_autoscalewrongname,

# Pools - A node created by the autoscaler has the wrong sizeid
pools_autoscalewrongsizeid,

# Pools - An API process that should have created or destroyed a node has
# failed to produce the expected result
pools_autoscalingchangeprocessfailure,

# Pools - Autoscaling for a pool has been disabled due to errors
# communicating with the cloud API
pools_autoscalingdisabled,
```


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```
# Pools - Minimum size reached, cannot shrink further
pools_autoscalinghitfloor,

# Pools - Maximum size reached by autoscaled pool, cannot grow further
pools_autoscalinghitroof,

# Pools - An autoscaled pool is waiting to grow
pools_autoscalinghysteresiscantgrow,

# Pools - An autoscaled pool is waiting to shrink
pools_autoscalinghysteresiscantshrink,

# Pools - An autoscaled pool's state has changed
pools_autoscalingpoolstatechange,

# Pools - An autoscaled pool has failed completely
pools_autoscalingresuscitatepool,

# Pools - HTTP response contained an invalid Content-Length header
pools_badcontentlen,

# Pools - Attempt to scale down a pool that only had pending nodes or none at
# all
pools_cannotshrinkemptypool,

# Pools - Node returned invalid EHLO response
pools_ehloinvalid,

# Pools - Removed node is in use and will be drained
pools_nodedrainingtodelete,

# Pools - Draining to delete period for node has expired
pools_nodedrainingtodeletetimeout,

# Pools - Node has failed
pools_nodefail,

# Pools - Failed to resolve node address
pools_noderesolvefailure,

# Pools - Node resolves to multiple IP addresses
pools_noderesolvemultiple,

# Pools - Node is working again
pools_nodeworking,

# Pools - Node doesn't provide STARTTLS support
pools_nostarttls,

# Pools - Pool has no back-end nodes responding
pools_pooldied,

# Pools - Pool configuration contains no valid backend nodes
```

```
pools_poolnonodes,

# Pools - Pool now has working nodes
pools_poolok,

# Pools - Node returned invalid STARTTLS response
pools_starttlsinvalid,

# Special value that matches all events of type Service Protection Classes.
protection_ALL,

# Service Protection Classes - Summary of recent service protection events
protection_triggersummary,

# Special value that matches all events of type Rules.
rules_ALL,

# Rules - Rule attempted to use Web Accelerator but it is not enabled
rules_aptimizedisabled,

# Rules - Rule selected an unknown Web Accelerator profile
rules_aptimizeuseunknownprofile,

# Rules - Rule selected an unknown Web Accelerator scope
rules_aptimizeuseunknownscope,

# Rules - data.local.set() has run out of space
rules_datalocalstorefull,

# Rules - data.set() has run out of space
rules_datastorefull,

# Rules - Rule selected an unresolvable host
rules_forwardproxybadhost,

# Rules - Rule used event.emit() with an invalid custom event
rules_invalidemit,

# Rules - Rule selected an unknown rate shaping class
rules_norate,

# Rules - Rule references an unknown pool via pool.activenodes
rules_poolactivenodesunknown,

# Rules - Rule selected an unknown pool
rules_pooluseunknown,

# Rules - Rule aborted during execution
rules_ruleabort,

# Rules - Rule encountered invalid data while uncompressing response
rules_rulebodycomperror,

# Rules - Rule has buffered more data than expected
```


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```
rules_rulebufferlarge,

# Rules - Rule logged an info message using log.info
rules_rulelogmsginfo,

# Rules - Rule logged an error message using log.error
rules_rulelogmsgserious,

# Rules - Rule logged a warning message using log.warn
rules_rulelogmsgwarn,

# Rules - Rule selected an unknown session persistence class
rules_rulenopersistence,

# Rules - Rule exceeded execution time warning threshold
rules_ruleoverrun,

# Rules - Client sent invalid HTTP request body
rules_rulesinvalidrequestbody,

# Rules - Attempt to use http.getResponse or http.getResponseBody after
# http.stream.startResponse
rules_rulestreamerrorgetresponse,

# Rules - Internal error while processing HTTP stream
rules_rulestreamerrorinternal,

# Rules - Rule did not supply enough data in HTTP stream
rules_rulestreamerrornotenough,

# Rules - Attempt to initialize HTTP stream before previous stream had
# finished
rules_rulestreamerrornotfinished,

# Rules - Attempt to stream data or finish a stream before streaming had been
# initialized
rules_rulestreamerrornotstarted,

# Rules - Data supplied to HTTP stream could not be processed
rules_rulestreamerrorprocessfailure,

# Rules - Rule supplied too much data in HTTP stream
rules_rulestreamerrortoomuch,

# Rules - Rule encountered an XML error
rules_rulexmlerr,

# Rules - GLB service rule aborted during execution
rules_serviceruleabort,

# Rules - GLB service rule specified a location that has either failed or
# been marked as draining in the service configuration
rules_servicerulelocdead,
```

```
# Rules - GLB service rule specified a location that is not configured for
# the service
rules_servicerulelocnotconfigured,

# Rules - GLB service rule specified an unknown location
rules_servicerulelocunknown,

# Special value that matches all events of type GLB Services.
services_ALL,

# GLB Services - Active datacentre mismatches among cluster members
services_glbactivedcmismatch,

# GLB Services - A DNS Query returned IP addresses that are not configured
# for any location that is currently alive
services_glbdeadlocmissingips,

# GLB Services - Failed to alter DNS packet for global load balancing
services_glbfailalter,

# GLB Services - Failed to write log file for GLB service
services_glblogwritefail,

# GLB Services - Manual failback triggered
services_glbmanualfailback,

# GLB Services - A DNS Query returned IP addresses that are not configured in
# any location
services_glbmissingips,

# GLB Services - A location has been set as active for a GLB service
services_glbnewmaster,

# GLB Services - No valid location could be chosen for Global Load Balancing
services_glbnolocations,

# GLB Services - GLB Service has failed
services_glbservicedied,

# GLB Services - GLB Service has recovered
services_glbserviceok,

# GLB Services - There are too many Data Centers configured and the Global
# Load Balancing feature is not guaranteed to work reliably with more than
# 255 Data Centres
services_glbtoomanylocations,

# Special value that matches all events of type SLM Classes.
slm_ALL,

# SLM Classes - SLM shared memory limit exceeded
slm_slmclasslimitexceeded,

# SLM Classes - SLM has fallen below serious threshold
```


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```
slm_slmfallenbelowserious,

# SLM Classes - SLM has fallen below warning threshold
slm_slmfallenbelowwarn,

# SLM Classes - Node information when SLM is non-conforming (no SNMP trap)
slm_slmnodeinfo,

# SLM Classes - SLM has risen above the serious threshold
slm_slmrecoveredserious,

# SLM Classes - SLM has recovered
slm_slmrecoveredwarn,

# Special value that matches all events of type SSL Hardware.
sslhw_ALL,

# SSL Hardware - SSL hardware support failed
sslhw_sslhwfail,

# SSL Hardware - SSL hardware support restarted
sslhw_sslhwrestart,

# SSL Hardware - SSL hardware support started
sslhw_sslhwstart,

# All custom TrafficScript events.
trafficscript_ALL,

# Special value that matches all events of type Virtual Servers.
vservers_ALL,

# Virtual Servers - A protocol error has occurred
vservers_connerror,

# Virtual Servers - A socket connection failure has occurred
vservers_connfail,

# Virtual Servers - The built-in DNS server has successfully added a DNS zone
vservers_dnsaddzone,

# Virtual Servers - The built-in DNS server has failed to add a DNS zone
vservers_dnserroraddzone,

# Virtual Servers - The built-in DNS server has failed to delete a DNS zone
vservers_dnserrordeletezone,

# Virtual Servers - DNSSEC zone contains expired signatures
vservers_dnssecexpired,

# Virtual Servers - DNSSEC zone contains signatures that are about to expire
vservers_dnssecexpires,

# Virtual Servers - DNS zone has been deleted
```

```
vservers_dnszonedelete,

# Virtual Servers - IDP certificate expired
vservers_idpcertexpired,

# Virtual Servers - IDP certificate will expire within seven days
vservers_idpcerttoexpire,

# Virtual Servers - A virtual server request log file was deleted (appliances
# only)
vservers_logfiledeleted,

# Virtual Servers - Dropped connection, request exceeded max_client_buffer
# limit
vservers_maxclientbufferdrop,

# Virtual Servers - Pool uses a session persistence class that does not work
# with this virtual server's protocol
vservers_poolpersistencemismatch,

# Virtual Servers - Private key now OK (hardware available)
vservers_privkeyok,

# Virtual Servers - Error compressing HTTP response
vservers_respcompfail,

# Virtual Servers - Response headers from webserver too large
vservers_responsetoolarge,

# Virtual Servers - No suitable ports available for streaming data connection
vservers_rtspstreamnoports,

# Virtual Servers - Failed to compress SAML authentication request
vservers_samlauthnrequestcompressionfailure,

# Virtual Servers - Failed to create SAML authentication request
vservers_samlauthnrequestfailure,

# Virtual Servers - Failed to decrypt SAML session cookie
vservers_samlcookiedecryptfailure,

# Virtual Servers - Failed to encrypt cookie content
vservers_samlcookieencryptfailure,

# Virtual Servers - No user specified in SAML response
vservers_samlnouserinresponse,

# Virtual Servers - Failed to decrypt SAML RelayState
vservers_samlrelaystatedecryptfailure,

# Virtual Servers - Failed to encrypt SAML RelayState
vservers_samlrelaystateencryptfailure,

# Virtual Servers - Failed to extract information from SAML RelayState
```


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```
vservers_samlrelaystateinvalid,

# Virtual Servers - SAML response parse failure
vservers_samlresponseparsefailure,

# Virtual Servers - SAML response validation failed
vservers_samlresponsevalidationfailure,

# Virtual Servers - SAML response signature verification error
vservers_samlsigverificationfailure,

# Virtual Servers - No suitable ports available for streaming data connection
vservers_sipstreamnoports,

# Virtual Servers - Request(s) received while SSL configuration invalid,
# connection closed
vservers_ssldrop,

# Virtual Servers - One or more SSL connections from clients failed recently
vservers_sslfail,

# Virtual Servers - SSL handshake messages have exceeded the size permitted
# by configuration
vservers_sslhandshakemsgsizelimit,

# Virtual Servers - SSL re-handshake requests have exceeded the frequency
# permitted by configuration
vservers_sslrehandshakemininterval,

# Virtual Servers - Certificate Authority certificate expired
vservers_vscacertexpired,

# Virtual Servers - Certificate Authority certificate will expire within
# seven days
vservers_vscacerttoexpire,

# Virtual Servers - CRL for a Certificate Authority is out of date
vservers_vscrloutofdate,

# Virtual Servers - Failed to write log file for virtual server
vservers_vslogwritefail,

# Virtual Servers - Public SSL certificate expired
vservers_vssslcertexpired,

# Virtual Servers - Public SSL certificate will expire within seven days
vservers_vssslcerttoexpire,

# Virtual Servers - Virtual server started
vservers_vsstart,

# Virtual Servers - Virtual server stopped
vservers_vsstop,
```

```
   # Special value that matches all events of type Traffic Managers.
   zxtms_ALL,

   # Traffic Managers - Configuration update refused: traffic manager version
   # mismatch
   zxtms_versionmismatch
}
```

# Alerting.Action

URI: http://soap.zeus.com/zxtm/1.0/Alerting/Action/

Alerting.Action is an interface that allows you to add actions that are run by event types.

## Methods

### addAction( names, types ) throws InvalidInput, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Add a action that can be run by an event.

```
void addAction(
   String[] names
   Alerting.Action.Type[] types
)
```

### addScriptArguments( names, arguments ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Adds a set of arguments to the specified actions. The actions specified must be of type 'program'.

```
void addScriptArguments(
   String[] names
   Alerting.Action.Argument[][] arguments
)
```

### copyAction( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError

Copy each of the named actions.

```
void copyAction(
   String[] names
   String[] new_names
)
```

### deleteAction( names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Deletes each of the named actions.

```
void deleteAction(
   String[] names
)
```


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### deleteActionProgram( names ) throws ObjectDoesNotExist, DeploymentError, ObjectInUse

Delete the named action programs.

```
void deleteActionProgram(
   String[] names
)
```

### downloadActionProgram( name ) throws ObjectDoesNotExist

Download the named action program.

```
Binary Data downloadActionProgram(
   String name
)
```

### getActionNames()

Get the names of all available actions.

```
String[] getActionNames()
```

### getActionNamesOfType( type )

Get the names of all actions of the specified type.

```
String[] getActionNamesOfType(
   Alerting.Action.Type type
)
```

### getActionProgramNames()

Get the names of all the uploaded action programs. These are the programs that can be executed by custom program actions.

```
String[] getActionProgramNames()
```

### getActionType( names ) throws InvalidOperation, ObjectDoesNotExist

Returns the type of each of the named actions.

```
Alerting.Action.Type[] getActionType(
   String[] names
)
```

### getEmailRecipients( names ) throws InvalidOperation, ObjectDoesNotExist

Get the address the alert emails are sent from.

```
String[] getEmailRecipients(
   String[] names
)
```

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### getEmailRecipientsByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the address the alert emails are sent from. This is a location specific function, any action will operate on the specified location.

```
String[] getEmailRecipientsByLocation(
   String location
   String[] names
)
```

### getEmailSMTPServer( names ) throws InvalidOperation, ObjectDoesNotExist

Get the SMTP server used to send alert emails for the specified actions.

```
String[] getEmailSMTPServer(
   String[] names
)
```

### getEmailSMTPServerByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the SMTP server used to send alert emails for the specified actions. This is a location specific function, any action will operate on the specified location.

```
String[] getEmailSMTPServerByLocation(
   String location
   String[] names
)
```

### getEmailSender( names ) throws InvalidOperation, ObjectDoesNotExist

Get the specified email addresses to the recipient list for the specified actions.

```
String[] getEmailSender(
   String[] names
)
```

### getEmailSenderByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the specified email addresses to the recipient list for the specified actions. This is a location specific function, any action will operate on the specified location.

```
String[] getEmailSenderByLocation(
   String location
   String[] names
)
```

### getLogFilePath( names ) throws InvalidOperation, ObjectDoesNotExist

Get the file this action logs to.

```
String[] getLogFilePath(
   String[] names
```


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```
)
```

### getLogFilePathByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the file this action logs to. This is a location specific function, any action will operate on the specified location.

```
String[] getLogFilePathByLocation(
   String location
   String[] names
)
```

### getSNMPHashAlg( names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP hash algorithm for sending the Notify over SNMPv3. Valid values are "md5" and "sha1". The actions specified must be of type 'trap'.

```
Alerting.Action.SNMPHashAlg[] getSNMPHashAlg(
   String[] names
)
```

### getSNMPHashAlgByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP hash algorithm for sending the Notify over SNMPv3. Valid values are "md5" and "sha1". The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
Alerting.Action.SNMPHashAlg[] getSNMPHashAlgByLocation(
   String location
   String[] names
)
```

### getSNMPUsername( names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP username for sending the Notify over SNMPv3. The actions specified must be of type 'trap'.

```
String[] getSNMPUsername(
   String[] names
)
```

### getSNMPUsernameByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP username for sending the Notify over SNMPv3. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
String[] getSNMPUsernameByLocation(
   String location
   String[] names
)
```

### getSNMPVersion( names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP version used to send the trap/notify. The actions specified must be of type 'trap'.

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```
Alerting.Action.SNMPVersion[] getSNMPVersion(
   String[] names
)
```

### getSNMPVersionByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP version used to send the trap/notify. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
Alerting.Action.SNMPVersion[] getSNMPVersionByLocation(
   String location
   String[] names
)
```

### getSOAPAdditional( names ) throws InvalidOperation, ObjectDoesNotExist

Get the additional information to send with the SOAP alert call.

```
String[] getSOAPAdditional(
   String[] names
)
```

### getSOAPAdditionalByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the additional information to send with the SOAP alert call. This is a location specific function, any action will operate on the specified location.

```
String[] getSOAPAdditionalByLocation(
   String location
   String[] names
)
```

### getSOAPAuthentication( names ) throws InvalidOperation, ObjectDoesNotExist

Gets the username used to log in with HTTP basic authentication. The actions specified must be of type 'soap'. Note that the password field is always returned as an empty string.

```
Alerting.Action.Login[] getSOAPAuthentication(
   String[] names
)
```

### getSOAPAuthenticationByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Gets the username used to log in with HTTP basic authentication. The actions specified must be of type 'soap'. Note that the password field is always returned as an empty string. This is a location specific function, any action will operate on the specified location.

```
Alerting.Action.Login[] getSOAPAuthenticationByLocation(
   String location
   String[] names
)
```


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### getSOAPProxy( names ) throws InvalidOperation, ObjectDoesNotExist

Get the server the SOAP event call will be made to for each of the specified SOAP events.

```
String[] getSOAPProxy(
   String[] names
)
```

### getSOAPProxyByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the server the SOAP event call will be made to for each of the specified SOAP events. This is a location specific function, any action will operate on the specified location.

```
String[] getSOAPProxyByLocation(
   String location
   String[] names
)
```

### getScriptArguments( names ) throws InvalidOperation, ObjectDoesNotExist

Gets all arguments for the specified script actions. The actions specified must be of type 'program'.

```
Alerting.Action.Argument[][] getScriptArguments(
   String[] names
)
```

### getScriptProgram( names ) throws InvalidOperation, ObjectDoesNotExist

Get the program to run including its command line arguments. The actions specified must be of type 'program'.

```
String[] getScriptProgram(
   String[] names
)
```

### getSyslogHost( names ) throws InvalidOperation, ObjectDoesNotExist

Get the host to send syslog messages to (if empty, messages will be sent to localhost). The actions specified must be of type 'syslog'.

```
String[] getSyslogHost(
   String[] names
)
```

### getSyslogHostByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the host to send syslog messages to (if empty, messages will be sent to localhost). The actions specified must be of type 'syslog'. This is a location specific function, any action will operate on the specified location.

```
String[] getSyslogHostByLocation(
   String location
   String[] names
)
```

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### getSyslogMessageLenLimit( names ) throws InvalidOperation, ObjectDoesNotExist

Get syslog message length limit.

```
Unsigned Integer[] getSyslogMessageLenLimit(
   String[] names
)
```

### getSyslogMessageLenLimitByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get syslog message length limit. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getSyslogMessageLenLimitByLocation(
   String location
   String[] names
)
```

### getTimeout( names ) throws InvalidOperation, ObjectDoesNotExist

Get how long an action has to run, in seconds (set to 0 disable timing out).

```
Unsigned Integer[] getTimeout(
   String[] names
)
```

### getTimeoutByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get how long an action has to run, in seconds (set to 0 disable timing out). This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getTimeoutByLocation(
   String location
   String[] names
)
```

### getTrapCommunity( names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP community string for the SNMP trap. The actions specified must be of type 'trap'.

```
String[] getTrapCommunity(
   String[] names
)
```

### getTrapCommunityByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the SNMP community string for the SNMP trap. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
String[] getTrapCommunityByLocation(
   String location
   String[] names
)
```


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### getTrapHost( names ) throws InvalidOperation, ObjectDoesNotExist

Get the hostname or IPv4 address and optional port number that should receive the SNMP trap. The actions specified must be of type 'trap'.

```
String[] getTrapHost(
   String[] names
)
```

### getTrapHostByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get the hostname or IPv4 address and optional port number that should receive the SNMP trap. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
String[] getTrapHostByLocation(
   String location
   String[] names
)
```

### getVerbose( names ) throws InvalidOperation, ObjectDoesNotExist

Get if verbose logging is enabled for this action.

```
Boolean[] getVerbose(
   String[] names
)
```

### getVerboseByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist

Get if verbose logging is enabled for this action. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getVerboseByLocation(
   String location
   String[] names
)
```

### removeSOAPAuthentication( names ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Disables using HTTP basic authentication with the SOAP Call. The actions specified must be of type 'soap'.

```
void removeSOAPAuthentication(
   String[] names
)
```

### removeSOAPAuthenticationByLocation( location, names ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Disables using HTTP basic authentication with the SOAP Call. The actions specified must be of type 'soap'. This is a location specific function, any action will operate on the specified location.

```
void removeSOAPAuthenticationByLocation(
   String location
```

```
   String[] names
)
```

### removeScriptArguments( names, arguments ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Removes a set of arguments from the specified script actions. The actions specified must be of type 'program'.

```
void removeScriptArguments(
   String[] names
   String[][] arguments
)
```

### renameAction( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidOperation

Rename each of the named actions.

```
void renameAction(
   String[] names
   String[] new_names
)
```

### setEmailRecipients( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the address the alert emails are sent from.

```
void setEmailRecipients(
   String[] names
   String[] values
)
```

### setEmailRecipientsByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the address the alert emails are sent from. This is a location specific function, any action will operate on the specified location.

```
void setEmailRecipientsByLocation(
   String location
   String[] names
   String[] values
)
```

### setEmailSMTPServer( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SMTP server used to send alert emails for the specified actions.

```
void setEmailSMTPServer(
   String[] names
   String[] values
)
```


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### setEmailSMTPServerByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SMTP server used to send alert emails for the specified actions. This is a location specific function, any action will operate on the specified location.

```
void setEmailSMTPServerByLocation(
   String location
   String[] names
   String[] values
)
```

### setEmailSender( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the specified email addresses to the recipient list for the specified actions.

```
void setEmailSender(
   String[] names
   String[] values
)
```

### setEmailSenderByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the specified email addresses to the recipient list for the specified actions. This is a location specific function, any action will operate on the specified location.

```
void setEmailSenderByLocation(
   String location
   String[] names
   String[] values
)
```

### setLogFilePath( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the file this action logs to.

```
void setLogFilePath(
   String[] names
   String[] values
)
```

### setLogFilePathByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the file this action logs to. This is a location specific function, any action will operate on the specified location.

```
void setLogFilePathByLocation(
   String location
   String[] names
   String[] values
)
```

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### setSNMPAuthPassword( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP password for sending the Notify over SNMPv3. The actions specified must be of type 'trap'.

```
void setSNMPAuthPassword(
   String[] names
   String[] values
)
```

### setSNMPAuthPasswordByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP password for sending the Notify over SNMPv3. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setSNMPAuthPasswordByLocation(
   String location
   String[] names
   String[] values
)
```

### setSNMPHashAlg( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP hash algorithm for sending the Notify over SNMPv3. Valid values are "md5" and "sha1". The actions specified must be of type 'trap'.

```
void setSNMPHashAlg(
   String[] names
   Alerting.Action.SNMPHashAlg[] values
)
```

### setSNMPHashAlgByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP hash algorithm for sending the Notify over SNMPv3. Valid values are "md5" and "sha1". The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setSNMPHashAlgByLocation(
   String location
   String[] names
   Alerting.Action.SNMPHashAlg[] values
)
```

### setSNMPPrivPassword( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP encryption key to encrpt SNMPv3 Notify messages. The actions specified must be of type 'trap'.

```
void setSNMPPrivPassword(
   String[] names
   String[] values
```


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```
)
```

### setSNMPPrivPasswordByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP encryption key to encrpt SNMPv3 Notify messages. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setSNMPPrivPasswordByLocation(
   String location
   String[] names
   String[] values
)
```

### setSNMPUsername( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP username for sending the Notify over SNMPv3. The actions specified must be of type 'trap'.

```
void setSNMPUsername(
   String[] names
   String[] values
)
```

### setSNMPUsernameByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP username for sending the Notify over SNMPv3. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setSNMPUsernameByLocation(
   String location
   String[] names
   String[] values
)
```

### setSNMPVersion( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP version used to send the trap/notify. The actions specified must be of type 'trap'.

```
void setSNMPVersion(
   String[] names
   Alerting.Action.SNMPVersion[] values
)
```

### setSNMPVersionByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP version used to send the trap/notify. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setSNMPVersionByLocation(
   String location
   String[] names
```

```
   Alerting.Action.SNMPVersion[] values
)
```

### setSOAPAdditional( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the additional information to send with the SOAP alert call.

```
void setSOAPAdditional(
   String[] names
   String[] values
)
```

### setSOAPAdditionalByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the additional information to send with the SOAP alert call. This is a location specific function, any action will operate on the specified location.

```
void setSOAPAdditionalByLocation(
   String location
   String[] names
   String[] values
)
```

### setSOAPAuthentication( names, credentials ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Sets the username and password to use to log in with HTTP basic authentication. The actions specified must be of type 'soap'.

```
void setSOAPAuthentication(
   String[] names
   Alerting.Action.Login[] credentials
)
```

### setSOAPAuthenticationByLocation( location, names, credentials ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Sets the username and password to use to log in with HTTP basic authentication. The actions specified must be of type 'soap'. This is a location specific function, any action will operate on the specified location.

```
void setSOAPAuthenticationByLocation(
   String location
   String[] names
   Alerting.Action.Login[] credentials
)
```

### setSOAPProxy( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the server the SOAP event call will be made to for each of the specified SOAP events.

```
void setSOAPProxy(
   String[] names
```


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```
   String[] values
)
```

### setSOAPProxyByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the server the SOAP event call will be made to for each of the specified SOAP events. This is a location specific function, any action will operate on the specified location.

```
void setSOAPProxyByLocation(
   String location
   String[] names
   String[] values
)
```

### setScriptProgram( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the program to run including its command line arguments. The actions specified must be of type 'program'.

```
void setScriptProgram(
   String[] names
   String[] values
)
```

### setSyslogHost( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the host to send syslog messages to (if empty, messages will be sent to localhost). The actions specified must be of type 'syslog'.

```
void setSyslogHost(
   String[] names
   String[] values
)
```

### setSyslogHostByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the host to send syslog messages to (if empty, messages will be sent to localhost). The actions specified must be of type 'syslog'. This is a location specific function, any action will operate on the specified location.

```
void setSyslogHostByLocation(
   String location
   String[] names
   String[] values
)
```

### setSyslogMessageLenLimit( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set syslog message length limit.

```
void setSyslogMessageLenLimit(
   String[] names
```

```
   Unsigned Integer[] values
)
```

### setSyslogMessageLenLimitByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set syslog message length limit. This is a location specific function, any action will operate on the specified location.

```
void setSyslogMessageLenLimitByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setTimeout( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set how long an action has to run, in seconds (set to 0 disable timing out).

```
void setTimeout(
   String[] names
   Unsigned Integer[] values
)
```

### setTimeoutByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set how long an action has to run, in seconds (set to 0 disable timing out). This is a location specific function, any action will operate on the specified location.

```
void setTimeoutByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setTrapCommunity( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP community string for the SNMP trap. The actions specified must be of type 'trap'.

```
void setTrapCommunity(
   String[] names
   String[] values
)
```

### setTrapCommunityByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the SNMP community string for the SNMP trap. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setTrapCommunityByLocation(
   String location
```


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```
   String[] names
   String[] values
)
```

### setTrapHost( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hostname or IPv4 address and optional port number that should receive the SNMP trap. The actions specified must be of type 'trap'.

```
void setTrapHost(
   String[] names
   String[] values
)
```

### setTrapHostByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set the hostname or IPv4 address and optional port number that should receive the SNMP trap. The actions specified must be of type 'trap'. This is a location specific function, any action will operate on the specified location.

```
void setTrapHostByLocation(
   String location
   String[] names
   String[] values
)
```

### setVerbose( names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set if verbose logging is enabled for this action.

```
void setVerbose(
   String[] names
   Boolean[] values
)
```

### setVerboseByLocation( location, names, values ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Set if verbose logging is enabled for this action. This is a location specific function, any action will operate on the specified location.

```
void setVerboseByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### testAction( names ) throws ObjectDoesNotExist

Sends a test event to the named actions to confirm that they are working as expected.

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```
void testAction(
   String[] names
)
```

### updateScriptArguments( names, argument_names, new_arguments ) throws InvalidOperation, ObjectDoesNotExist, InvalidInput, DeploymentError

Allows arguments for the the specified script actions to be changed. The actions specified must be of type 'program'.

```
void updateScriptArguments(
   String[] names
   String[][] argument_names
   Alerting.Action.Argument[][] new_arguments
)
```

### uploadActionProgram( name, content ) throws InvalidObjectName, DeploymentError

Uploads an action program, overwriting the file if it already exists.

```
void uploadActionProgram(
   String name
   Binary Data content
)
```

## Structures

### Alerting.Action.Argument

An argument that is added to the command line when the script is run

```
struct Alerting.Action.Argument  {
   # The name of the argument.
   String name;

   # The value of the argument.
   String value;

   # A description of the argument.
   String description;
}
```

### Alerting.Action.Login

An argument that is added to the command line when the script is run

```
struct Alerting.Action.Login  {
   # The username for basic SOAP authentication
   String username;

   # The username for basic SOAP authentication
   String password;
}
```


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## Enumerations

### Alerting.Action.SNMPHashAlg

```
enum Alerting.Action.SNMPHashAlg {
   # MD5
   md5,

   # SHA-1
   sha1
}
```

### Alerting.Action.SNMPVersion

```
enum Alerting.Action.SNMPVersion {
   # SNMPv1
   snmpv1,

   # SNMPv2c
   snmpv2c,

   # SNMPv3
   snmpv3
}
```

### Alerting.Action.Type

```
enum Alerting.Action.Type {
   # Sends e-mails to a set of e-mail addresses.
   email,

   # Reports event information to a remote server using the SOAP protocol.
   soap,

   # Sends an SNMP message to a remote server.
   trap,

   # Writes a log line in the syslog.
   syslog,

   # Writes a log line in a named file.
   log,

   # Executes an external program.
   program
}
```

# AlertCallback

URI: http://soap.zeus.com/zxtm/1.0/AlertCallback/

AlertCallback is a callback interface that can be implemented on a separate server to receive events via SOAP from the traffic manager. This interface is not implemented by traffic manager itself.

## Methods

### eventOccurred( zxtm, time, severity, primary_tag, tags, objects, description, additional, event_type )

This function is used by the traffic manager to report an event using a SOAP call. You can easily identify the event being reported using the primary_tag field, which is the event's unique identifier. The tags array is reserved for future use, and will be empty.

```
void eventOccurred(
   String zxtm
   Time time
   AlertCallback.Severity severity
   AlertCallback.Tag primary_tag
   AlertCallback.Tag[] tags
   AlertCallback.Object[] objects
   String description
   String additional
   String event_type
)
```

## Structures

### AlertCallback.Object

Information on an object that triggered this event.

```
struct AlertCallback.Object  {
   # The type of the object
   AlertCallback.ObjectType type;

   # The name of the object.
   String name;
}
```

## Enumerations

### AlertCallback.ObjectType

```
enum AlertCallback.ObjectType {
   # An unexpected type
   Unknown,

   # Actions
   actions,

   # Web Accelerator Profiles
   aptimizer/profiles,

   # Application Scopes
   aptimizer/scopes,
```


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```
# Authenticators
auth,

# Bandwidth Classes
bandwidth,

# Cloud Credentials
cloudcredentials,

# Configuration Files
config,

# DNS Lookup
dns,

# Built-in DNS servers
dnsserver,

# DNS Server Zones
dnsserver/zones,

# Event Types
events,

# TrafficScript Resources
extra,

# Fault Tolerance
faulttolerance,

# Traffic IPs
flipper,

# General
general,

# HTTP Events
http,

# Java Resources
jars,

# Java
java,

# License Keys
licensekeys,

# Locations
locations,

# Log File Export
log_export,
```

```
# Monitors
monitors,

# Nodes
nodes,

# Session Persistence Classes
persistence,

# Processes
pids,

# Pools
pools,

# Service Protection Classes
protection,

# Rate Classes
rate,

# RTSP Events
rtsp,

# Rules
rules,

# SAML Trusted Identity Providers
saml/trustedidps,

# GLB Services
services,

servlet,

# Java Servlets
servlets,

# SIP Events
sip,

# SLM Classes
slm,

# SMTP Events
smtp,

ssl/cas,

ssl/client_keys,

ssl/client_keys/private,

ssl/client_keys/public,
```


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```
   ssl/client_keys/request,

   # DNSSEC Zone Signing Keys
   ssl/dnssec_keys,

   ssl/server_keys,

   ssl/server_keys/private,

   ssl/server_keys/public,

   ssl/server_keys/request,

   # SSL Hardware
   sslhw,

   # SIP/RTSP
   streaming,

   # Traffic IPs
   tips,

   # Custom Events
   trafficscript,

   # Virtual Servers
   vservers,

   # Traffic Managers
   zxtms
}
```

## AlertCallback.Severity

```
enum AlertCallback.Severity {
   # Denial of Service Event
   DOS,

   # Fatal Error Event
   FATAL,

   # Information Event
   INFO,

   # Serious Error Event
   SERIOUS,

   # SSL Error Event
   SSL,

   # Warning Event
   WARN
}
```

## AlertCallback.Tag

```
enum AlertCallback.Tag {
   # This tag is used to with emitting a custom event generated with the
   # TrafficScript function 'event.emit'. Look at the object that came with the
   # callback to see the name of the custom event
   CustomEvent,

   # An unknown tag
   Unknown,

   # Cloud Credentials - A cloud API process querying changes to cloud instances
   # is hanging
   cloudcredentials_apistatusprocesshanging,

   # Cloud Credentials - An API call made by the autoscaler process has returned
   # a response that could not be parsed
   cloudcredentials_autoscaleresponseparseerror,

   # Cloud Credentials - An API call made by the autoscaler process has reported
   # an error
   cloudcredentials_autoscalestatusupdateerror,

   # Cloud Credentials - A cloud API process has timed out
   cloudcredentials_autoscalingprocesstimedout,

   # Cloud Credentials - A Cloud Credentials object has been deleted but it was
   # still in use
   cloudcredentials_usedcredsdeleted,

   # Configuration Files - Configuration file added
   config_confadd,

   # Configuration Files - Configuration file deleted
   config_confdel,

   # Configuration Files - Configuration file modified
   config_confmod,

   # Configuration Files - Configuration file now OK
   config_confok,

   # Fault Tolerance - Activating this machine automatically because it is the
   # only working machine in its Traffic IP Groups
   faulttolerance_activatealldead,

   # Fault Tolerance - Machine has recovered and been activated automatically
   # because it would cause no service disruption
   faulttolerance_activatedautomatically,

   # Fault Tolerance - All machines are working
   faulttolerance_allmachinesok,

   # Fault Tolerance - Automatic failback after delay
   faulttolerance_autofailbackafterdelay,
```


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```
# Fault Tolerance - Auto-failback delay timer cancelled
faulttolerance_autofailbacktimercancelled,

# Fault Tolerance - Auto-failback wait period started
faulttolerance_autofailbacktimerstarted,

# Fault Tolerance - Auto-failback delay timer stopped due to system failure
faulttolerance_autofailbacktimerstopped,

# Fault Tolerance - Some of the BGP neighbors do not have established
# sessions
faulttolerance_bgpneighborsdegraded,

# Fault Tolerance - None of the BGP neighbors have an established session
faulttolerance_bgpneighborsfailed,

# Fault Tolerance - There are established sessions with all BGP neighbors
faulttolerance_bgpneighborsok,

# Fault Tolerance - There are no valid BGP neighbors defined
faulttolerance_bgpnoneighbors,

# Fault Tolerance - The system clock jumped forwards or backwards by more
# than one second
faulttolerance_clockjump,

# Fault Tolerance - The monotonic system clock went backwards
faulttolerance_clocknotmonotonic,

# Fault Tolerance - Removing EC2 IP Address from all machines; it is no
# longer a part of any Traffic IP Groups
faulttolerance_dropec2ipwarn,

# Fault Tolerance - Removing GCE IP Address from all machines; it is no
# longer a part of any Traffic IP Groups
faulttolerance_dropgceipwarn,

# Fault Tolerance - Dropping Traffic IP Address due to a configuration change
# or traffic manager recovery
faulttolerance_dropipinfo,

# Fault Tolerance - Dropping Traffic IP Address due to an error
faulttolerance_dropipwarn,

# Fault Tolerance - Moving EC2 IP Address; local machine is working
faulttolerance_ec2flipperraiselocalworking,

# Fault Tolerance - Moving EC2 IP Address; other machines have failed
faulttolerance_ec2flipperraiseothersdead,

# Fault Tolerance - Problem occurred when managing an EC2 IP address
faulttolerance_ec2iperr,
```

```
# Fault Tolerance - Cannot raise Elastic IP on this machine until EC2
# provides it with a public IP address
faulttolerance_ec2nopublicip,

# Fault Tolerance - Cannot raise Elastic IP on this machine as no suitable
# secondary IP is available on the allowed network card(s)
faulttolerance_ec2nosecondaryprivateip,

# Fault Tolerance - Back-end nodes are now working
faulttolerance_flipperbackendsworking,

# Fault Tolerance - Re-raising Traffic IP Address; Operating system did not
# fully raise the address
faulttolerance_flipperdadreraise,

# Fault Tolerance - Frontend machines are now working
faulttolerance_flipperfrontendsworking,

# Fault Tolerance - Failed to raise Traffic IP Address; the address exists
# elsewhere on your network and cannot be raised
faulttolerance_flipperipexists,

# Fault Tolerance - Raising Traffic IP Address; local machine is working
faulttolerance_flipperraiselocalworking,

# Fault Tolerance - Raising Traffic IP Address; Operating System had dropped
# this IP address
faulttolerance_flipperraiseosdrop,

# Fault Tolerance - Raising Traffic IP Address; other machines have failed
faulttolerance_flipperraiseothersdead,

# Fault Tolerance - This Traffic Manager has re-raised traffic IP addresses
# as the remote machine which was hosting them has dropped them
faulttolerance_flipperraiseremotedropped,

# Fault Tolerance - Machine is ready to raise Traffic IP addresses
faulttolerance_flipperrecovered,

# Fault Tolerance - Moving GCE IP Address; local machine is working
faulttolerance_gceflipperraiselocalworking,

# Fault Tolerance - Moving GCE IP Address; other machines have failed
faulttolerance_gceflipperraiseothersdead,

# Fault Tolerance - Problem occurred when managing a GCE IP address
faulttolerance_gceiperr,

# Fault Tolerance - Cannot associate more External IP addresses with this
# instance, all interfaces are allocated
faulttolerance_gcenofreenic,

# Fault Tolerance - Remote machine has failed
faulttolerance_machinefail,
```


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```
# Fault Tolerance - Remote machine is now working
faulttolerance_machineok,

# Fault Tolerance - Remote machine has recovered and can raise Traffic IP
# addresses
faulttolerance_machinerecovered,

# Fault Tolerance - Remote machine has timed out and been marked as failed
faulttolerance_machinetimeout,

# Fault Tolerance - The amount of load handled by the local machine destined
# for this Traffic IP has changed
faulttolerance_multihostload,

# Fault Tolerance - Some of the monitored OSPF neighbors are not peered
faulttolerance_ospfneighborsdegraded,

# Fault Tolerance - None of the monitored OSPF neighbors are peered
faulttolerance_ospfneighborsfailed,

# Fault Tolerance - All monitored OSPF neighbors are peered
faulttolerance_ospfneighborsok,

# Fault Tolerance - Failed to ping back-end nodes
faulttolerance_pingbackendfail,

# Fault Tolerance - Failed to ping any of the machines used to check the
# front-end connectivity
faulttolerance_pingfrontendfail,

# Fault Tolerance - Failed to ping default gateway
faulttolerance_pinggwfail,

# Fault Tolerance - Failed to send ping packets
faulttolerance_pingsendfail,

# Fault Tolerance - Routing software had a major failure and will be
# restarted
faulttolerance_routingswfailed,

# Fault Tolerance - Routing software has failed and reached its failure limit
faulttolerance_routingswfailurelimitreached,

# Fault Tolerance - Routing software is now operational
faulttolerance_routingswoperational,

# Fault Tolerance - Routing software failed to start
faulttolerance_routingswstartfailed,

# Fault Tolerance - Received an invalid response from another cluster member
faulttolerance_statebaddata,

# Fault Tolerance - Failed to connect to another cluster member for state
```

```
# sharing
faulttolerance_stateconnfail,

# Fault Tolerance - Successfully connected to another cluster member for
# state sharing
faulttolerance_stateok,

# Fault Tolerance - Reading state data from another cluster member failed
faulttolerance_statereadfail,

# Fault Tolerance - Timeout while sending state data to another cluster
# member
faulttolerance_statetimeout,

# Fault Tolerance - Received unexpected state data from another cluster
# member
faulttolerance_stateunexpected,

# Fault Tolerance - Writing state data to another cluster member failed
faulttolerance_statewritefail,

# Fault Tolerance - An error occurred when using the zcluster Multi-Hosted IP
# kernel module
faulttolerance_zclustermoderr,

# General - Analytics Transaction Metadata Export connected
general_analyticsconnected,

# General - Analytics Transaction Metadata Export connection failure
general_analyticsconnectionerror,

# General - Analytics Transaction Metadata Export disconnected
general_analyticsdisconnected,

# General - Application firewall control command failed
general_appfirewallcontrolerror,

# General - Application firewall restarted
general_appfirewallcontrolrestarted,

# General - Application firewall started
general_appfirewallcontrolstarted,

# General - Application firewall stopped
general_appfirewallcontrolstopped,

# General - Application firewall control command timed out
general_appfirewallcontroltimeout,

# General - Appliance notification
general_appliance,

# General - An audit log event has occured
general_audit,
```


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```
# General - An error occurred during user authentication
general_autherror,

# General - A hostname used for DNS-derived Autoscaling doesn't resolve
general_autoscaleresolvefailure,

# General - Autoscaling not permitted by licence key
general_autoscalinglicenseerror,

# General - There was an error communicating with a child process
general_childcommsfail,

# General - SD Communications Channel Agent died
general_commchanneldied,

# General - Failed to start SD Communications Channel Agent
general_commchannelstartfail,

# General - SD Communications Channel Agent failed to terminate
general_commchannelterminatefail,

# General - Replication of configuration has failed
general_confrepfailed,

# General - Replication of configuration has timed out
general_confreptimeout,

# General - Traffic manager failed to get the required output from the
# Service Discovery plugin
general_discopluginfailed,

# General - Service Discovery plugin returned invalid output
general_discoplugininvalid,

# General - Traffic manager failed to start the Service Discovery Plugin
general_discopluginstartfail,

# General - Traffic manager has now successfully run the Service Discovery
# plugin
general_discopluginstartsuccess,

# General - The built-in DNS server has failed to create a DNS record
general_dnszonecreaterecord,

# General - The built-in DNS server has failed to parse a DNS zone file
general_dnszoneparse,

# General - The built-in DNS server has failed to validate a DNS zone file
general_dnszonevalidate,

# General - Traffic manager failed to get the required data from Amazon
# servers
general_ec2dataretrievalfailed,
```

```
# General - Traffic manager has now successfully retrieved the required data
# from Amazon servers
general_ec2dataretrievalsuccessful,

# General - The EC2 instance is now initialized
general_ec2initialized,

# General - Running out of free file descriptors
general_fewfreefds,

# General - FIPS 140-2 cryptographic module initialization failed
general_fipsfailinit,

# General - FIPS 140-2 cryptographic module operations failed
general_fipsfailops,

# General - Traffic manager failed to get the required data from GCE instance
general_gcedataretrievalfailed,

# General - Traffic manager has now successfully retrieved the required data
# from GCE instance
general_gcedataretrievalsuccessful,

# General - Failed to load geolocation data
general_geodataloadfail,

# General - A location has been disabled because you have exceeded the
# licence limit
general_licensetoomanylocations,

# General - Log disk partition full
general_logdiskfull,

# General - Log disk partition usage has exceeded threshold
general_logdiskoverload,

# General - Log disk partition usage has recovered
general_logdiskrecovered,

# General - DNS-derived Autoscaling will resume updating, as the DNS server
# is now responding
general_nameserveravailable,

# General - DNS-derived Autoscaling will not update, as the DNS server is
# unavailable
general_nameserverunavailable,

# General - Total number of locations exceeded the maximum limit
general_numlocations-exceeded,

# General - Total number of nodes exceeded the maximum number of nodes that
# can be monitored
general_numnodes-exceeded,
```


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```
# General - Total number of pools exceeded the maximum limit
general_numpools-exceeded,

# General - Total number of traffic IP group exceeded the maximum limit
general_numtipg-exceeded,

# General - OCSP request (for OCSP stapling) failed
general_ocspstaplingfail,

# General - Insufficient memory for OCSP stapling
general_ocspstaplingnomem,

# General - An OCSP request (for OCSP stapling) reported that a certificate
# was revoked
general_ocspstaplingrevoked,

# General - An OCSP request (for OCSP stapling) reported that a certificate
# was unknown
general_ocspstaplingunknown,

# General - An old but good OCSP response was returned for a revoked
# certificate
general_ocspstaplingunrevoked,

# General - Software must be restarted to apply configuration changes
general_restartrequired,

# General - Software is running
general_running,

# General - CRL does not fit in the configured amount of shared memory,
# increase ssl!crl_mem!size and restart software
general_sslcrltoobig,

# General - No SSL ticket encryption key available
general_sslticketencryptionkeyunavailable,

# General - Virtual Traffic Manager Appliance reboot required
general_sysctlreboot,

# General - Time has been moved back
general_timemovedback,

# General - Virtual Traffic Manager restart/reboot required
general_unspecifiedreboot,

# General - Virtual Traffic Manager Appliance reboot required
general_upgradereboot,

# General - Virtual Traffic Manager software restart required
general_upgraderestart,

# General - Traffic Manager process stall detected by the watchdog
```

```
general_watchdog,

# General - The number of simultaneously active connections has reached a
# level that the software cannot process in due time because of CPU
# starvation; there is a high risk of connections timing out
general_zxtmcpustarvation,

# General - The number of simultaneously active connections has reached a
# level that the software cannot process in due time; there is a high risk of
# connections timing out
general_zxtmhighload,

# General - Internal software error
general_zxtmswerror,

# Java - Java runner died
java_javadied,

# Java - Cannot start Java runner, program not found
java_javanotfound,

# Java - Java runner started
java_javastarted,

# Java - Java runner failed to start
java_javastartfail,

# Java - Java support has stopped
java_javastop,

# Java - Java runner failed to terminate
java_javaterminatefail,

# Java - Servlet encountered an error
java_servleterror,

# License Keys - Analytics Export support has been disabled
licensekeys_analyticsexportlicensedisabled,

# License Keys - Analytics Export support has been enabled
licensekeys_analyticsexportlicenseenabled,

# License Keys - Realtime Analytics support has been disabled
licensekeys_analyticslicensedisabled,

# License Keys - Realtime Analytics support has been enabled
licensekeys_analyticslicenseenabled,

# License Keys - Autoscaling support has been disabled
licensekeys_autoscalinglicensedisabled,

# License Keys - Autoscaling support has been enabled
licensekeys_autoscalinglicenseenabled,
```


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```
# License Keys - License key bandwidth limit has been hit
licensekeys_bwlimited,

# License Keys - Configured cache size exceeds license limit, only using
# amount allowed by license
licensekeys_cachesizereduced,

# License Keys - Cluster size exceeds the Community Edition limit
licensekeys_communityeditionclustertoobig,

# License Keys - License expired
licensekeys_expired,

# License Keys - License key expires within 7 days
licensekeys_expiresoon,

# License Keys - License key expires within 15 days
licensekeys_expiresoon15,

# License Keys - License key expires within 30 days
licensekeys_expiresoon30,

# License Keys - License key expires within 60 days
licensekeys_expiresoon60,

# License Keys - License key expires within 90 days
licensekeys_expiresoon90,

# License Keys - License allows less memory for caching
licensekeys_lessmemallowed,

# License Keys - License key authorized
licensekeys_license-authorized,

# License Keys - License key authorized by authorization code
licensekeys_license-authorized-ts,

# License Keys - License key explicitly disabled from authorization code
licensekeys_license-explicitlydisabled-ts,

# License Keys - Unable to authorize license key
licensekeys_license-graceperiodexpired,

# License Keys - Unable to authorize license key
licensekeys_license-graceperiodexpired-ts,

# License Keys - License server rejected license key; key remains authorized
licensekeys_license-rejected-authorized,

# License Keys - License key rejected from authorization code; key remains
# authorized
licensekeys_license-rejected-authorized-ts,

# License Keys - License server rejected license key; key is not authorized
```

```
licensekeys_license-rejected-unauthorized,

# License Keys - License key rejected from authorization code
licensekeys_license-rejected-unauthorized-ts,

# License Keys - Unable to contact license server; license key remains
# authorized
licensekeys_license-timedout-authorized,

# License Keys - Unable to run authorization code to completion; key remains
# valid
licensekeys_license-timedout-authorized-ts,

# License Keys - Unable to contact license server; license key is not
# authorized
licensekeys_license-timedout-unauthorized,

# License Keys - Unable to run authorization code to completion
licensekeys_license-timedout-unauthorized-ts,

# License Keys - License not authorized by remote server
licensekeys_license-unauthorized,

# License Keys - Cluster size exceeds license key limit
licensekeys_licenseclustertoobig,

# License Keys - Invalid License
licensekeys_licensecorrupt,

# License Keys - Error detected in LicenseStateFile format
licensekeys_licensestate-malformed,

# License Keys - Unable to preserve license state
licensekeys_licensestate-write-failed,

# License Keys - License allows more memory for caching
licensekeys_morememallowed,

# License Keys - License key SSL transactions-per-second limit has been hit
licensekeys_ssltpslimited,

# License Keys - License key transactions-per-second limit has been hit
licensekeys_tpslimited,

# License Keys - Started without a license
licensekeys_unlicensed,

# License Keys - Using license key
licensekeys_usinglicense,

# License Keys - A new limit on the maximum cache size is in place
licensekeys_webcachelicensenewmax,

# Locations - Location is now available for GLB Service
```


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```
locations_locationavailable,

# Locations - Location has been disabled for GLB Service
locations_locationdisabled,

# Locations - Location is being drained for GLB Service
locations_locationdraining,

# Locations - Location has just been enabled for GLB Service
locations_locationenabled,

# Locations - Location has failed for GLB Service
locations_locationfail,

# Locations - A monitor has detected a failure in this location
locations_locationmonitorfail,

# Locations - A monitor has indicated this location is now working
locations_locationmonitorok,

# Locations - Location is not being drained for GLB Service
locations_locationnotdraining,

# Locations - Location is now healthy for GLB Service
locations_locationok,

# Locations - An external SOAP agent has detected a failure in this location
locations_locationsoapfail,

# Locations - An external SOAP agent indicates this location is now working
locations_locationsoapok,

# Locations - Location has become unavailable for GLB Service
locations_locationunavailable,

# Locations - Location no longer contains any machines
locations_locempty,

# Locations - Machine now in location
locations_locmovemachine,

# Monitors - Monitor has detected a failure
monitors_monitorfail,

# Monitors - Monitor is working
monitors_monitorok,

# Pools - API change process still running after refractory period is over
pools_apichangeprocesshanging,

# Pools - The creation of a new node requested by an autoscaled pool is now
# complete
pools_autonodecreationcomplete,
```

```
# Pools - Creation of new node instigated
pools_autonodecreationstarted,

# Pools - A cloud API call to destroy a node has been started
pools_autonodedestroyed,

# Pools - The destruction of a node in an autoscaled pool is now complete
pools_autonodedestructioncomplete,

# Pools - A node in an autoscaled pool has disappeared from the cloud
pools_autonodedisappeared,

# Pools - IP address of newly created instance already existed in pool's node
# list
pools_autonodeexisted,

# Pools - Node has no public IP address
pools_autonodenopublicip,

# Pools - A node in an DNS-derived autoscaled pool has been removed
pools_autonoderemoved,

# Pools - The status of a node in an autoscaled pool has changed
pools_autonodestatuschange,

# Pools - Two pools are trying to use the same instance
pools_autoscalednodecontested,

# Pools - An autoscaled pool is now refractory
pools_autoscaledpoolrefractory,

# Pools - Over maximum size - shrinking
pools_autoscaledpooltoobig,

# Pools - Minimum size undercut - growing
pools_autoscaledpooltoosmall,

# Pools - The 'imageid' was empty when attempting to create a node in an
# autoscaled pool
pools_autoscaleinvalidargforcreatenode,

# Pools - 'unique id' was empty when attempting to destroy a node in an
# autoscaled pool
pools_autoscaleinvalidargfordeletenode,

# Pools - A pool config file has been updated by the autoscaler process
pools_autoscalepoolconfupdate,

# Pools - A node created by the autoscaler has the wrong imageid
pools_autoscalewrongimageid,

# Pools - A node created by the autoscaler has a non-matching name
pools_autoscalewrongname,
```


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```
# Pools - A node created by the autoscaler has the wrong sizeid
pools_autoscalewrongsizeid,

# Pools - An API process that should have created or destroyed a node has
# failed to produce the expected result
pools_autoscalingchangeprocessfailure,

# Pools - Autoscaling for a pool has been disabled due to errors
# communicating with the cloud API
pools_autoscalingdisabled,

# Pools - Minimum size reached, cannot shrink further
pools_autoscalinghitfloor,

# Pools - Maximum size reached by autoscaled pool, cannot grow further
pools_autoscalinghitroof,

# Pools - An autoscaled pool is waiting to grow
pools_autoscalinghysteresiscantgrow,

# Pools - An autoscaled pool is waiting to shrink
pools_autoscalinghysteresiscantshrink,

# Pools - An autoscaled pool's state has changed
pools_autoscalingpoolstatechange,

# Pools - An autoscaled pool has failed completely
pools_autoscalingresuscitatepool,

# Pools - HTTP response contained an invalid Content-Length header
pools_badcontentlen,

# Pools - Attempt to scale down a pool that only had pending nodes or none at
# all
pools_cannotshrinkemptypool,

# Pools - Node returned invalid EHLO response
pools_ehloinvalid,

# Pools - Removed node is in use and will be drained
pools_nodedrainingtodelete,

# Pools - Draining to delete period for node has expired
pools_nodedrainingtodeletetimeout,

# Pools - Node has failed
pools_nodefail,

# Pools - Failed to resolve node address
pools_noderesolvefailure,

# Pools - Node resolves to multiple IP addresses
pools_noderesolvemultiple,
```

```
# Pools - Node is working again
pools_nodeworking,

# Pools - Node doesn't provide STARTTLS support
pools_nostarttls,

# Pools - Pool has no back-end nodes responding
pools_pooldied,

# Pools - Pool configuration contains no valid backend nodes
pools_poolnonodes,

# Pools - Pool now has working nodes
pools_poolok,

# Pools - Node returned invalid STARTTLS response
pools_starttlsinvalid,

# Service Protection Classes - Summary of recent service protection events
protection_triggersummary,

# Rules - Rule attempted to use Web Accelerator but it is not enabled
rules_aptimizedisabled,

# Rules - Rule selected an unknown Web Accelerator profile
rules_aptimizeuseunknownprofile,

# Rules - Rule selected an unknown Web Accelerator scope
rules_aptimizeuseunknownscope,

# Rules - data.local.set() has run out of space
rules_datalocalstorefull,

# Rules - data.set() has run out of space
rules_datastorefull,

# Rules - Rule selected an unresolvable host
rules_forwardproxybadhost,

# Rules - Rule used event.emit() with an invalid custom event
rules_invalidemit,

# Rules - Rule selected an unknown rate shaping class
rules_norate,

# Rules - Rule references an unknown pool via pool.activenodes
rules_poolactivenodesunknown,

# Rules - Rule selected an unknown pool
rules_pooluseunknown,

# Rules - Rule aborted during execution
rules_ruleabort,
```


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```
# Rules - Rule encountered invalid data while uncompressing response
rules_rulebodycomperror,

# Rules - Rule has buffered more data than expected
rules_rulebufferlarge,

# Rules - Rule logged an info message using log.info
rules_rulelogmsginfo,

# Rules - Rule logged an error message using log.error
rules_rulelogmsgserious,

# Rules - Rule logged a warning message using log.warn
rules_rulelogmsgwarn,

# Rules - Rule selected an unknown session persistence class
rules_rulenopersistence,

# Rules - Rule exceeded execution time warning threshold
rules_ruleoverrun,

# Rules - Client sent invalid HTTP request body
rules_rulesinvalidrequestbody,

# Rules - Attempt to use http.getResponse or http.getResponseBody after
# http.stream.startResponse
rules_rulestreamerrorgetresponse,

# Rules - Internal error while processing HTTP stream
rules_rulestreamerrorinternal,

# Rules - Rule did not supply enough data in HTTP stream
rules_rulestreamerrornotenough,

# Rules - Attempt to initialize HTTP stream before previous stream had
# finished
rules_rulestreamerrornotfinished,

# Rules - Attempt to stream data or finish a stream before streaming had been
# initialized
rules_rulestreamerrornotstarted,

# Rules - Data supplied to HTTP stream could not be processed
rules_rulestreamerrorprocessfailure,

# Rules - Rule supplied too much data in HTTP stream
rules_rulestreamerrortoomuch,

# Rules - Rule encountered an XML error
rules_rulexmlerr,

# Rules - GLB service rule aborted during execution
rules_serviceruleabort,
```

```
# Rules - GLB service rule specified a location that has either failed or
# been marked as draining in the service configuration
rules_servicerulelocdead,

# Rules - GLB service rule specified a location that is not configured for
# the service
rules_servicerulelocnotconfigured,

# Rules - GLB service rule specified an unknown location
rules_servicerulelocunknown,

# GLB Services - Active datacentre mismatches among cluster members
services_glbactivedcmismatch,

# GLB Services - A DNS Query returned IP addresses that are not configured
# for any location that is currently alive
services_glbdeadlocmissingips,

# GLB Services - Failed to alter DNS packet for global load balancing
services_glbfailalter,

# GLB Services - Failed to write log file for GLB service
services_glblogwritefail,

# GLB Services - Manual failback triggered
services_glbmanualfailback,

# GLB Services - A DNS Query returned IP addresses that are not configured in
# any location
services_glbmissingips,

# GLB Services - A location has been set as active for a GLB service
services_glbnewmaster,

# GLB Services - No valid location could be chosen for Global Load Balancing
services_glbnolocations,

# GLB Services - GLB Service has failed
services_glbservicedied,

# GLB Services - GLB Service has recovered
services_glbserviceok,

# GLB Services - There are too many Data Centers configured and the Global
# Load Balancing feature is not guaranteed to work reliably with more than
# 255 Data Centres
services_glbtoomanylocations,

# SLM Classes - SLM shared memory limit exceeded
slm_slmclasslimitexceeded,

# SLM Classes - SLM has fallen below serious threshold
slm_slmfallenbelowserious,
```


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```
# SLM Classes - SLM has fallen below warning threshold
slm_slmfallenbelowwarn,

# SLM Classes - Node information when SLM is non-conforming (no SNMP trap)
slm_slmnodeinfo,

# SLM Classes - SLM has risen above the serious threshold
slm_slmrecoveredserious,

# SLM Classes - SLM has recovered
slm_slmrecoveredwarn,

# SSL Hardware - SSL hardware support failed
sslhw_sslhwfail,

# SSL Hardware - SSL hardware support restarted
sslhw_sslhwrestart,

# SSL Hardware - SSL hardware support started
sslhw_sslhwstart,

# Test event generated from the Pulse Secure vTM Administration Server.
testaction,

# Virtual Servers - A protocol error has occurred
vservers_connerror,

# Virtual Servers - A socket connection failure has occurred
vservers_connfail,

# Virtual Servers - The built-in DNS server has successfully added a DNS zone
vservers_dnsaddzone,

# Virtual Servers - The built-in DNS server has failed to add a DNS zone
vservers_dnserroraddzone,

# Virtual Servers - The built-in DNS server has failed to delete a DNS zone
vservers_dnserrordeletezone,

# Virtual Servers - DNSSEC zone contains expired signatures
vservers_dnssecexpired,

# Virtual Servers - DNSSEC zone contains signatures that are about to expire
vservers_dnssecexpires,

# Virtual Servers - DNS zone has been deleted
vservers_dnszonedelete,

# Virtual Servers - IDP certificate expired
vservers_idpcertexpired,

# Virtual Servers - IDP certificate will expire within seven days
vservers_idpcerttoexpire,
```

```
# Virtual Servers - A virtual server request log file was deleted (appliances
# only)
vservers_logfiledeleted,

# Virtual Servers - Dropped connection, request exceeded max_client_buffer
# limit
vservers_maxclientbufferdrop,

# Virtual Servers - Pool uses a session persistence class that does not work
# with this virtual server's protocol
vservers_poolpersistencemismatch,

# Virtual Servers - Private key now OK (hardware available)
vservers_privkeyok,

# Virtual Servers - Error compressing HTTP response
vservers_respcompfail,

# Virtual Servers - Response headers from webserver too large
vservers_responsetoolarge,

# Virtual Servers - No suitable ports available for streaming data connection
vservers_rtspstreamnoports,

# Virtual Servers - Failed to compress SAML authentication request
vservers_samlauthnrequestcompressionfailure,

# Virtual Servers - Failed to create SAML authentication request
vservers_samlauthnrequestfailure,

# Virtual Servers - Failed to decrypt SAML session cookie
vservers_samlcookiedecryptfailure,

# Virtual Servers - Failed to encrypt cookie content
vservers_samlcookieencryptfailure,

# Virtual Servers - No user specified in SAML response
vservers_samlnouserinresponse,

# Virtual Servers - Failed to decrypt SAML RelayState
vservers_samlrelaystatedecryptfailure,

# Virtual Servers - Failed to encrypt SAML RelayState
vservers_samlrelaystateencryptfailure,

# Virtual Servers - Failed to extract information from SAML RelayState
vservers_samlrelaystateinvalid,

# Virtual Servers - SAML response parse failure
vservers_samlresponseparsefailure,

# Virtual Servers - SAML response validation failed
vservers_samlresponsevalidationfailure,
```


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```
   # Virtual Servers - SAML response signature verification error
   vservers_samlsigverificationfailure,

   # Virtual Servers - No suitable ports available for streaming data connection
   vservers_sipstreamnoports,

   # Virtual Servers - Request(s) received while SSL configuration invalid,
   # connection closed
   vservers_ssldrop,

   # Virtual Servers - One or more SSL connections from clients failed recently
   vservers_sslfail,

   # Virtual Servers - SSL handshake messages have exceeded the size permitted
   # by configuration
   vservers_sslhandshakemsgsizelimit,

   # Virtual Servers - SSL re-handshake requests have exceeded the frequency
   # permitted by configuration
   vservers_sslrehandshakemininterval,

   # Virtual Servers - Certificate Authority certificate expired
   vservers_vscacertexpired,

   # Virtual Servers - Certificate Authority certificate will expire within
   # seven days
   vservers_vscacerttoexpire,

   # Virtual Servers - CRL for a Certificate Authority is out of date
   vservers_vscrloutofdate,

   # Virtual Servers - Failed to write log file for virtual server
   vservers_vslogwritefail,

   # Virtual Servers - Public SSL certificate expired
   vservers_vssslcertexpired,

   # Virtual Servers - Public SSL certificate will expire within seven days
   vservers_vssslcerttoexpire,

   # Virtual Servers - Virtual server started
   vservers_vsstart,

   # Virtual Servers - Virtual server stopped
   vservers_vsstop,

   # Traffic Managers - Configuration update refused: traffic manager version
   # mismatch
   zxtms_versionmismatch
}
```

## System.AccessLogs

URI: http://soap.zeus.com/zxtm/1.0/System/AccessLogs/

The AccessLogs interfaces provide operations on saved virtual server access logs for a Pulse Secure Virtual Traffic Manager Appliance. This interface is only available on an appliance and is deprecated; use the System.RequestLogs interface instead.

## Methods

### deleteAllVSAccessLogs() throws InvalidOperation

Delete all the access logs for all virtual servers.

```
void deleteAllVSAccessLogs()
```

### deleteVSAccessLog( logfiles ) throws InvalidOperation, InvalidInput

Delete the specified access logs.

```
void deleteVSAccessLog(
   String[] logfiles
)
```

### deleteVSAccessLogs( vservers ) throws InvalidOperation

Delete the access logs for specific virtual servers.

```
void deleteVSAccessLogs(
   String[] vservers
)
```

### getAllVSAccessLogs() throws InvalidOperation

Get the access logs for all virtual servers.

```
System.AccessLogs.VSAccessLog[] getAllVSAccessLogs()
```

### getVSAccessLogs( vservers ) throws InvalidOperation

Get the access logs for specific virtual servers.

```
System.AccessLogs.VSAccessLog[][] getVSAccessLogs(
   String[] vservers
)
```

## Structures

### System.AccessLogs.VSAccessLog

This structure contains the information for each virtual server access log.

```
struct System.AccessLogs.VSAccessLog  {
   # The log filename.
   String filename;

   # The virtual server for this logfile.
   String virtual_server;
```


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```
   # The date this logfile was created.
   Time logdate;

   # The size (in bytes) of this logfile.
   Integer filesize;
}
```

# System.Cache

URI: http://soap.zeus.com/zxtm/1.3/System/Cache/

The System.Cache interface provides information about the content cache for a machine. Using this interface, you can retrieve both individual cache entries and global cache data, delete all entries in the cache, delete entries matching wildcards or delete individual entries.

## Methods

### clearCacheContentItems( virtual_servers, protocols, hosts, items )

Delete individual items from the Web Cache. All input arguments are arrays of strings and only those items are deleted whose virtual server, protocol, host and path attribute match all the corresponding values for a given index into the arguments.

```
void clearCacheContentItems(
   String[] virtual_servers
   System.Cache.Protocol[] protocols
   String[] hosts
   String[] items
)
```

### clearMatchingCacheContent( protocol, host_wildcard, path_wildcard )

Delete the Web Cache entries matching the input arguments.

```
void clearMatchingCacheContent(
   System.Cache.Protocol protocol
   String host_wildcard
   String path_wildcard
)
```

### clearWebCache()

Clear all entries from the Web Cache for this machine.

```
void clearWebCache()
```

### getCacheContent( protocol, host_wildcard, path_wildcard, max_entries )

Get information about the Web Cache entries matching the input arguments.

```
System.Cache.CacheContentInfo getCacheContent(
   System.Cache.Protocol protocol
```

```
   String host_wildcard
   String path_wildcard
   Integer max_entries
)
```

### getGlobalCacheInfo()

Get the size of the Web Cache, the number of Web Cache entries and the percentage memory used by the Web Cache for this machine.

```
System.Cache.GlobalInfo getGlobalCacheInfo()
```

## Structures

### System.Cache.CacheContent

This structure contains the basic information about an individual cache entry for a machine.

```
struct System.Cache.CacheContent  {
   # The virtual server hosting the entry.
   String virtual_server;

   # The protocol of the entry: http or https.
   System.Cache.Protocol protocol;

   # The host name of the entry.
   String host;

   # The path of the entry.
   String path;

   # The time that the entry was last used.
   Time time_used;

   # The time that the entry expires.
   Time time_expires;

   # The number of hits for the entry.
   Long hits;

   # Whether or not Web Accelerator has optimized the content of this cache
   # entry.
   Boolean optimized;

   # The number of variants of this entry in the cache.
   Integer num_variants;

   # The HTTP response code for this entry in the cache.
   Integer response_code;

   # The HTTP versions the entry is cached for.
   String[] versions;

   # The set of request-header fields that determine if the cache entry may be
```


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```
   # used for a particular request.
   String[] varys;

   # The specific web browsers for which this entry is cached.
   String[] browsers;
}
```

### System.Cache.CacheContentInfo

This structure contains the information about the cache content.

```
struct System.Cache.CacheContentInfo  {
   # The total number of items matching the wildcards in a query.
   Integer number_matching_items;

   # The total size of the items matching the wildcards in a query.
   Long size_matching_items;

   # The set of individual entries in the cache that matched the query.
   System.Cache.CacheContent[] matching_items;
}
```

### System.Cache.GlobalInfo

This structure contains the basic information about the content cache for a machine.

```
struct System.Cache.GlobalInfo  {
   # The number of bytes of memory used by the cache.
   Long bytes_used;

   # The percentage of the cache used.
   Float percent_used;

   # The number of entries in the cache.
   Integer entries;

   # The number of times a request has tried to get a page from the cache.
   Long num_lookups;

   # The number of times a request has successfully been served from the cache.
   Long num_hits;
}
```

## Enumerations

### System.Cache.Protocol

This enumeration defines the possible protocols for cache entries.

```
enum System.Cache.Protocol {
   # The hypertext transfer protocol (port 80 by default).
   http,

   # The hypertext transfer protocol secure (port 443 by default).
```

```
   https,

   # This special value can be used as wildcard to match both http and https. It
   # is never returned by the methods in this interface.
   both
}
```

# System.Connections

URI: http://soap.zeus.com/zxtm/1.0/System/Connections/

The System.Connections interface provides information about the current and recent connections for this machine. Using this interface you can retrieve a list of all connections.

## Methods

### getAllConnections()

Get a list of all connections, current and recent, for this machine.

```
System.Connections.Connection[] getAllConnections()
```

## Structures

### System.Connections.Connection

This structure contains the basic information about a Connection. It is used when retrieving the current and recent connections for a machine.

```
struct System.Connections.Connection  {
   # The source IP address and port for connection.
   String from;

   # The local IP address and port for connection.
   String via;

   # The destination node for the connection.
   String to;

   # The connection state.
   System.Connections.ConnectionState state;

   # The virtual server handling the request.
   String vserver;

   # The rule being executed.
   String rule;

   # The pool being used.
   String pool;
```


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```
   # The number of bytes that were received from the client.
   Integer bytes_in;

   # The number of bytes that were sent to the client.
   Integer bytes_out;

   # The length of time that the connection has been established, in seconds.
   Integer time_est;

   # The length of time since receiving the last client data, in seconds.
   Integer time_client;

   # The length of time since receiving the last server data, in seconds.
   Integer time_server;

   # The number of times that the connection to the node has been retried.
   Integer retries;

   # The Service Level Monitoring class being used.
   String slm_class;

   # The Virtual Server Bandwidth class being used.
   String vs_bwclass;

   # The Pool Bandwidth class being used.
   String pool_bwclass;

   # The status code in the HTTP response.
   String code;

   # The host header/URL in the HTTP request.
   String request;
}
```

## Enumerations

### System.Connections.ConnectionState

This enumeration defines the possible states for a particular connection.

```
enum System.Connections.ConnectionState {
   # Current connection: reading data from the client ('R').
   reading_from_client,

   # Current connection: writing data to the client ('W').
   writing_to_client,

   # Current connection: executing rules against client request ('X').
   executing_rule,

   # Current connection: connecting to a node ('c').
   connecting_to_node,

   # Current connection: writing data to a node ('w').
```

```
   writing_to_node,

   # Current connection: reading data from a node ('r').
   reading_from_node,

   # Current connection: closing connection with client ('C').
   closing_client_connection,

   # Current connection: holding connection with client in keepalive state
   # ('K').
   holding_client_connection,

   # Recent connection that is no longer active.
   recent_connection
}
```

## System.LicenseKeys

URI: http://soap.zeus.com/zxtm/1.0/System/LicenseKeys/

The System.LicenseKeys interface provides license key information for this machine. Using this interface, you can add and delete license keys, and retrieve both the license key currently in use and a list of all existing license keys.

### Methods

#### addLicenseKeys( license_texts ) throws ObjectAlreadyExists, InvalidInput

Create and add each of the named license keys.

```
Integer[] addLicenseKeys(
   String[] license_texts
)
```

#### deleteLicenseKeys( serials ) throws ObjectDoesNotExist

Delete each of the named license keys.

```
void deleteLicenseKeys(
   Integer[] serials
)
```

#### getAllLicenseKeys()

Get a list of all the serial numbers of the existing license keys.

```
Integer[] getAllLicenseKeys()
```

#### getCurrentLicenseKey()

Get the serial number of the license key currently being used by this machine.

```
Integer getCurrentLicenseKey()
```


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### getLicenseKeys( serials ) throws ObjectDoesNotExist

For each of the named license keys, get the license key structure.

```
System.LicenseKeys.LicenseKey[] getLicenseKeys(
   Integer[] serials
)
```

### getRawLicenseKeys( serials ) throws ObjectDoesNotExist

For each of the named license keys, get the raw license key text.

```
String[] getRawLicenseKeys(
   Integer[] serials
)
```

## Structures

### System.LicenseKeys.LicenseKey

This structure contains the basic information for a license key. It is used when adding, deleting or retrieving license keys.

```
struct System.LicenseKeys.LicenseKey  {
   # The name of the product the license is for.
   String product;

   # The traffic manager software version for this machine.
   String version;

   # The list of platforms that the software may run on.
   String[] platforms;

   # The maximum number of CPUs that the software may run on. Note that this
   # field may not exist for all license keys in which case its value will be
   # '0'.
   Integer maxcpus;

   # The IP addresses of the machines that the software may run on. Note that
   # this field may not exist for all license keys in which case its value will
   # be the empty array.
   String[] ip_address;

   # The MAC addresses of the machines that the software may run on. Note that
   # this field may not exist for all license keys in which case its value will
   # be the empty array.
   String[] mac_address;

   # The features that are supported by the license key.
   String[] features;

   # The maximum number of backends supported by the license key. Note that this
   # field may not exist for all license keys in which case its value will be
   # '0'.
```

```
   Integer max_backends;

   # Additional customer information for the license key. Note that this field
   # may not exist for all license keys in which case its value will be "".
   String customer_info;

   # The customer ID for the license key. Note that this field may not exist for
   # all license keys in which case its value will be "".
   String customer_id;

   # The serial number of the license key.
   Integer serial;

   # The time at which the license key will expire.
   Time expires;

   # The time at which the license key was issued.
   Time issued;

   # The time at which the support contract for the license key expires. Note
   # that this field is for future use so may not exist for all license keys, in
   # which case its value will be equal to '01/01/1970 00:00:00'.
   Time maintenance;

   # The hardware serial number for the appliance with this license key. Note
   # that this field is only applicable to Pulse Secure vTM appliances and
   # otherwise will have the value "".
   String hwserial;

   # The maximum cluster size supported by the license key. Note that this field
   # may not exist for all license keys in which case its value will be equal to
   # '0'.
   Integer cluster_size;
}
```

## System.Log

URI: http://soap.zeus.com/zxtm/1.0/System/Log/

The System.Log interface provides audit log and error log information for this machine. Using this interface, you can retrieve the error log as a string, get a list of individual entries in the audit log and clear the error log.

### Methods

#### clearErrorLog()

Clear the error log for this machine.

```
void clearErrorLog()
```

#### getAuditLog()

Get a list of the most recent elements of the audit log for this machine.


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```
System.Log.AuditItem[] getAuditLog()
```

### getAuditLogLines( max_lines )

Get a maximum of max_lines lines of the audit log for this machine.

```
System.Log.AuditItem[] getAuditLogLines(
   Integer max_lines
)
```

### getErrorLogLines( max_lines )

Get a maximum of max_lines lines of the error log for this machine as a string, if max_lines is 0 then 1024 lines are returned.

```
String getErrorLogLines(
   Integer max_lines
)
```

### getErrorLogString()

Get the error log for this machine as a string.

```
String getErrorLogString()
```

## Structures

### System.Log.AccessDenied

This is the operation parameters structure for 'accessdenied' operations (host denied by access restrictions). It is used when getting Audit Log data.

```
struct System.Log.AccessDenied implements System.Log.OpParam {
   # A host value.
   String host;
}
```

### System.Log.AddAuthenticator

This is the operation parameters structure for 'addauth' operations (authenticator added). It is used when getting Audit Log data.

```
struct System.Log.AddAuthenticator implements System.Log.OpParam {
   # An authenticator being modified.
   String modauth;

   # Type of an authenticator being modified.
   String authtype;
}
```

### System.Log.AddFile

This is the operation parameters structure for 'addfile' operations (file added). It is used when getting Audit Log data.

```
struct System.Log.AddFile implements System.Log.OpParam {
   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.AddGroup

This is the operation parameters structure for 'addgroup' operations (group added). It is used when getting Audit Log data.

```
struct System.Log.AddGroup implements System.Log.OpParam {
   # A group being modified.
   String modgroup;
}
```

### System.Log.AddUser

This is the operation parameters structure for 'adduser' operations (user added). It is used when getting Audit Log data.

```
struct System.Log.AddUser implements System.Log.OpParam {
   # A user being modified.
   String moduser;

   # A group being modified.
   String modgroup;
}
```

### System.Log.Adhoc

This is the operation parameters structure for 'adhoc' operations (a custom event). It is used when getting Audit Log data.

```
struct System.Log.Adhoc implements System.Log.OpParam {
   # Arbitrary text.
   String text;

   # An arbitrary object.
   String obj;
}
```

### System.Log.AuditItem

This structure contains the information about an event in the Audit Log file. It is used when getting Audit Log information.

```
struct System.Log.AuditItem  {
   # The date and time at which the event occurred.
   Time date;

   # The name of the user who caused the event.
   String user;

   # The group of the user who caused the event.
   String group;
```


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```
   # The authenticator that authorised the user who caused the event.
   String auth;

   # The IP address of the user.
   String ip;

   # The type of operation that occurred.
   System.Log.OperationType op_type;

   # The list of parameters used in the operation. This list is required for all
   # operations with the exception of operations for which there are no
   # additional parameters.
   System.Log.OpParam op_params;
}
```

### System.Log.CopyAuthenticator

This is the operation parameters structure for 'copyauth' operations (authenticator copied). It is used when getting Audit Log data.

```
struct System.Log.CopyAuthenticator implements System.Log.OpParam {
   # An authenticator being modified.
   String modauth;

   # An authenticator that was copied.
   String oldauth;

   # Type of an authenticator being modified.
   String authtype;
}
```

### System.Log.CopyFile

This is the operation parameters structure for 'copyfile' operations (file copied). It is used when getting Audit Log data.

```
struct System.Log.CopyFile implements System.Log.OpParam {
   # A file that was copied or renamed.
   String oldfile;

   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.CopyGroup

This is the operation parameters structure for 'copygroup' operations (group copied). It is used when getting Audit Log data.

```
struct System.Log.CopyGroup implements System.Log.OpParam {
   # A group being modified.
   String modgroup;

   # A group that was copied.
```

```
   String oldgroup;
}
```

### System.Log.DeleteAuthenticator

This is the operation parameters structure for 'delauth' operations (authenticator deleted). It is used when getting Audit Log data.

```
struct System.Log.DeleteAuthenticator implements System.Log.OpParam {
   # An authenticator being modified.
   String modauth;

   # Type of an authenticator being modified.
   String authtype;
}
```

### System.Log.DeleteFile

This is the operation parameters structure for 'delfile' operations (file deleted). It is used when getting Audit Log data.

```
struct System.Log.DeleteFile implements System.Log.OpParam {
   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.DeleteGroup

This is the operation parameters structure for 'delgroup' operations (group deleted). It is used when getting Audit Log data.

```
struct System.Log.DeleteGroup implements System.Log.OpParam {
   # A group being modified.
   String modgroup;
}
```

### System.Log.DeleteUser

This is the operation parameters structure for 'deluser' operations (user deleted). It is used when getting Audit Log data.

```
struct System.Log.DeleteUser implements System.Log.OpParam {
   # A user being modified.
   String moduser;

   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.Login

This is the operation parameters structure for 'login' operations (logged in). It is used when getting Audit Log data.

```
struct System.Log.Login implements System.Log.OpParam {
```


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```
   # A login type, i.e. UI, basicauth, or SSH.
   String logintype;

   # A login timeout value.
   String timeout;
}
```

### System.Log.LoginFail

This is the operation parameters structure for 'loginfail' operations (failed login attempt). It is used when getting Audit Log data.

```
struct System.Log.LoginFail implements System.Log.OpParam {
   # A login type, i.e. UI, basicauth, or SSH.
   String logintype;

   # Resource being accessed.
   String resource;
}
```

### System.Log.LoginLimitHit

This is the operation parameters structure for 'loginlockout' operations (user account disabled). It is used when getting Audit Log data.

```
struct System.Log.LoginLimitHit implements System.Log.OpParam {
   # Arbitrary text.
   String text;
}
```

### System.Log.LoginSuspended

This is the operation parameters structure for 'loginsusp' operations (suspended user login attempt). It is used when getting Audit Log data.

```
struct System.Log.LoginSuspended implements System.Log.OpParam {
   # A login type, i.e. UI, basicauth, or SSH.
   String logintype;
}
```

### System.Log.MaintenanceCLICmd

This is the operation parameters structure for 'maintclicmd' operations (maintenance CLI command). It is used when getting Audit Log data.

```
struct System.Log.MaintenanceCLICmd implements System.Log.OpParam {
   # The command being run.
   String cmd;

   # The arguments for the command being run.
   String args;
}
```

### System.Log.ModifyFile

This is the operation parameters structure for 'filemod' operations (file modified). It is used when getting Audit Log data.

```
struct System.Log.ModifyFile implements System.Log.OpParam {
   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.ModifyKey

This is the operation parameters structure for 'keymod' operations (config modified). It is used when getting Audit Log data.

```
struct System.Log.ModifyKey implements System.Log.OpParam {
   # A configuration key.
   String key;

   # A configuration value.
   String value;

   # A value that was changed.
   String oldval;

   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.ModifyRule

This is the operation parameters structure for 'rulemod' operations (modified rule). It is used when getting Audit Log data.

```
struct System.Log.ModifyRule implements System.Log.OpParam {
   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.ModifyUser

This is the operation parameters structure for 'usermod' operations (user modified). It is used when getting Audit Log data.

```
struct System.Log.ModifyUser implements System.Log.OpParam {
   # A user being modified.
   String moduser;
}
```

### System.Log.NoAccessPermission

This is the operation parameters structure for 'noperm' operations (user was refused permission whilst accessing section/item). It is used when getting Audit Log data.

```
struct System.Log.NoAccessPermission implements System.Log.OpParam {
```


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```
   # A section.
   String sec;
}
```

### System.Log.NoChangePermission

This is the operation parameters structure for 'nopostperm' operations (user was refused permission to update data in section). It is used when getting Audit Log data.

```
struct System.Log.NoChangePermission implements System.Log.OpParam {
   # A section.
   String sec;
}
```

### System.Log.OpParam

This is the base type structure for operation parameters. It is used when getting Audit Log data.

```
struct System.Log.OpParam  {

}
```

### System.Log.PasswordExpired

This is the operation parameters structure for 'passwordexpired' operations (user's password has expired.). It is used when getting Audit Log data.

```
struct System.Log.PasswordExpired implements System.Log.OpParam {
   # A login type, i.e. UI, basicauth, or SSH.
   String logintype;

   # Resource being accessed.
   String resource;
}
```

### System.Log.RegenerateUUID

This is the operation parameters structure for 'uuidregen' operations (user regenerated UUID.). It is used when getting Audit Log data.

```
struct System.Log.RegenerateUUID implements System.Log.OpParam {
   # A configuration value.
   String value;

   # A value that was changed.
   String oldval;

   # Arbitrary text.
   String text;
}
```

### System.Log.RemoveKey

This is the operation parameters structure for 'removekey' operations (removed config key). It is used when getting Audit Log data.

```
struct System.Log.RemoveKey implements System.Log.OpParam {
   # A configuration key.
   String key;

   # A value that was changed.
   String oldval;

   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.RenameFile

This is the operation parameters structure for 'renfile' operations (file renamed). It is used when getting Audit Log data.

```
struct System.Log.RenameFile implements System.Log.OpParam {
   # A file that was copied or renamed.
   String oldfile;

   # A file on the filesystem being modified.
   String file;
}
```

### System.Log.SessionTerminated

This is the operation parameters structure for 'terminated' operations (user session terminated). It is used when getting Audit Log data.

```
struct System.Log.SessionTerminated implements System.Log.OpParam {
   # Arbitrary text.
   String text;
}
```

### System.Log.StartVS

This is the operation parameters structure for 'startvs' operations (virtual server started). It is used when getting Audit Log data.

```
struct System.Log.StartVS implements System.Log.OpParam {
   # A virtual server.
   String vs;
}
```

### System.Log.StopVS

This is the operation parameters structure for 'stopvs' operations (virtual server stopped). It is used when getting Audit Log data.

```
struct System.Log.StopVS implements System.Log.OpParam {
   # A virtual server.
   String vs;
}
```


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### System.Log.TrafficManagerActivated

This is the operation parameters structure for 'activated' operations (traffic manager activated). It is used when getting Audit Log data.

```
struct System.Log.TrafficManagerActivated implements System.Log.OpParam {
   # A host value.
   String host;
}
```

## Enumerations

### System.Log.OperationType

This enumeration defines the possible types of operations that may exist in the audit log.

```
enum System.Log.OperationType {
   # An AccessDenied operation occurs when a user is denied access to the Admin
   # Server due to access restrictions which are in place. It appears as an
   # 'accessdenied' operation in the Audit Log.
   AccessDenied,

   # A TrafficManagerActivated operation occurs when a traffic manager is
   # restored from a pending state after a failure has occured. This results in
   # the traffic manager's Traffic IPs being restored to it. It appears as an
   # 'activated' operation in the Audit Log.
   TrafficManagerActivated,

   # An AddAuthenticator operation type occurs when a new authenticator is
   # created. It appears as a 'addauth' operation in the Audit Log.
   AddAuthenticator,

   # An AddFile operation occurs when a file is added. This operation is caused
   # by a user creating a new object such as a Virtual Server, Pool, etc. It
   # appears as an 'addfile' operation in the Audit Log.
   AddFile,

   # An AddGroup operation occurs when a new group of users is created. It
   # appears as an 'addgroup' operation in the Audit Log.
   AddGroup,

   # An AddUser operation occurs when a new user is added. It appears as an
   # 'adduser' operation in the Audit Log.
   AddUser,

   # An Adhoc operation represents a custom event which does not fit any of the
   # other Operation Types. For example, it occurs when a user is adding or
   # deleting a License Key or modifying the Security settings. It appears as an
   # 'adhoc' operation the Audit Log.
   Adhoc,

   # The admin user's password has been reset from the system console.
   AdminPasswordReset,
```

```
# A CopyAuthenticator operation type occurs when a new authenticator is
# created by saving an existing authenticator to a new name. It appears as a
# 'copyauth' operation in the Audit Log.
CopyAuthenticator,

# A CopyFile operation occurs when a file is copied. This operation is caused
# by the user saving an object as a new name, for example a Rule or an SSL
# Certificate. It appears as a 'copyfile' operation in the Audit Log.
CopyFile,

# A CopyGroup operation occurs when a user group is saved with a new group
# name. It appears as an 'copygroup' operation in the Audit Log.
CopyGroup,

# A DeleteAuthenticator operation type occurs when an existing authenticator
# is deleted. It appears as a 'delauth' operation in the Audit Log.
DeleteAuthenticator,

# A DeleteFile operation occurs when a file is deleted. This operation is
# caused by a user deleting an existing object such as a Virtual Server,
# Pool, etc. It appears as a 'delfile' operation in the Audit Log.
DeleteFile,

# A DeleteGroup operation occurs when a group of users is deleted. It appears
# as an 'delgroup' operation in the Audit Log.
DeleteGroup,

# A DeleteUser operation occurs when an existing user is deleted. It appears
# as an 'deluser' operation in the Audit Log.
DeleteUser,

# A ModifyFile operation occurs when the contents of a non-config file are
# modified. This differs from a ModifyKey operation in that ModifyFile
# operations are caused by the modification of non-config files which are not
# managed by the traffic manager, for example changing the settings of an SSL
# Certificate. It appears as a 'filemod' operation in the Audit Log.
ModifyFile,

# A ModifyKey operation occurs when the value of a config file is modified.
# This operation is caused by a user changing the settings for an existing
# object such as a Virtual Server, Pool, etc. It appears as a 'keymod'
# operation in the Audit Log.
ModifyKey,

# A Login operation occurs when a user successfully logs on to the admin
# server. It appears as a 'login' operation in the Audit Log.
Login,

# A LoginFail operation occurs when a user tries and fails to log on to the
# admin server. This type of operation does not have any additional
# parameters to log therefore the 'op_params' field does not exist. It
# appears as a 'loginfail' operation in the Audit Log.
LoginFail,
```


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```
# A LoginLimitHit operation occurs when the limit on login attempts is hit
# for a particular user . It appears as an 'loginlockout' operation in the
# Audit Log.
LoginLimitHit,

# A LoginSuspended operation occurs when suspended user attempts to login. It
# appears as an 'loginsusp' operation in the Audit Log.
LoginSuspended,

# A Logout operation occurs when a user successfully logs out of the admin
# server. This type of operation does not have any additional parameters to
# log therefore the 'op_params' field does not exist. It appears as a
# 'logout' operation in the Audit Log.
Logout,

# A MaintenanceCLICmd operation occurs when a command is run in the appliance
# maintenance CLI. It appears as an 'maintclicmd' operation in the Audit Log.
MaintenanceCLICmd,

# A NoAccessPermission operation occurs when a user is refused permission
# whist accessing a section of the Admin Server. It appears as a 'noperm'
# operation in the Audit Log.
NoAccessPermission,

# A NoChangePermission operation occurs when a user is refused permission to
# update data in a section of the Admin Server. It appears as a 'nopostperm'
# operation in the Audit Log.
NoChangePermission,

# A PasswordExpired operation occurs when a user's password is too old and
# expires. It appears as an 'passwordexpired' operation in the Audit Log.
PasswordExpired,

# A SystemSettingsReapplied operation occurs when operating system
# configuration is reapplied on an appliance. It appears as an
# 'reapplynetwork' operation in the Audit Log.
SystemSettingsReapplied,

# A RemoveKey operation type occurs when a key is removed from a config file,
# usually because a key is being made location specific. It appears as a
# 'removekey' operation in the Audit Log.
RemoveKey,

# A RenameFile operation occurs when a file is renamed. This operation is
# caused by a user renaming an existing object such as a Virtual Server,
# Pool, etc. It appears as a 'renfile' operation in the Audit Log.
RenameFile,

# No recent activity has been seen for this user on the REST API.
RestSessionEnd,

# An authenticated user has accessed the REST API
RestSessionStart,
```

```
   # A ConfigRefreshed operation occurs when the configuration is forcably
   # reloaded. It appears as an 'revalidate' operation in the Audit Log.
   ConfigRefreshed,

   # A ModifyRule operation occurs when the contents of a rule are modified.
   # This operation is caused by a user editing an existing rule. It appears as
   # a 'rulemod' operation in the Audit Log.
   ModifyRule,

   # A StartVS operation type occurs when a user starts an existing virtual
   # server. It appears as a 'startvs' operation in the Audit Log.
   StartVS,

   # A StopVS operation type occurs when a user stops an existing virtual
   # server. It appears as a 'stopvs' operation in the Audit Log.
   StopVS,

   # A SuspensionExpired operation occurs when a users suspension expires,
   # restoring them to active status. This usually occurs when after too many
   # attempts have been made to login to an account. It appears as an
   # 'suspensionexpired' operation in the Audit Log.
   SuspensionExpired,

   # A Synchronise operation type occurs when configuration is replicated from
   # one machine across the cluster, for example in order to resolve a conflict
   # arising from one machine being unavailable at the time when a configuration
   # change was made. It appears as a 'synchronise' operation in the Audit Log.
   Synchronise,

   # A SessionTerminated operation occurs when a users session is terminated
   # externally. It appears as an 'terminated' operation in the Audit Log.
   SessionTerminated,

   # A Timeout operation occurs when a user session times out. This type of
   # operation does not have any additional parameters to log therefore the
   # 'op_params' field does not exist. It appears as a 'timeout' operation in
   # the Audit Log.
   Timeout,

   # A ModifyUser operation occurs when an existing user is modified. It appears
   # as an 'usermod' operation in the Audit Log.
   ModifyUser,

   # UUID has been regenerated by the user.
   RegenerateUUID
}
```

## System.MachineInfo

URI: http://soap.zeus.com/zxtm/1.0/System/MachineInfo/

The System.MachineInfo interface provides information about the IP addresses, MAC addresses and traffic manager software version for this machine.


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## Methods

### getAllClusterMachines()

Gets all of the machines in this traffic manager's cluster.

```
System.MachineInfo.Machine[] getAllClusterMachines()
```

### getIPAddresses()

Get a list of IP addresses for this machine.

```
String[] getIPAddresses()
```

### getMACAddresses()

Get a list of MAC addresses for this machine.

```
String[] getMACAddresses()
```

### getProductVersion()

Get the traffic manager software version for this machine.

```
String getProductVersion()
```

### getStingrayOSVersion()

Get the Operating System version for this appliance.

```
String getStingrayOSVersion()
```

### getTrafficManagerUptime()

Get the time (in seconds) that the traffic manager has been running for.

```
Unsigned Integer getTrafficManagerUptime()
```

### getUUID()

Get the Universally Unique Identifier (UUID) for this traffic manager.

```
String getUUID()
```

### getZeusHome()

Get the install location of the traffic manager software (ZEUSHOME).

```
String getZeusHome()
```

### isIPv6Enabled()

Check whether IPv6 is enabled on this system and supported by the traffic manager

```
Boolean isIPv6Enabled()
```

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## Structures

### System.MachineInfo.Machine

This structure contains information about a traffic manager in the cluster.

```
struct System.MachineInfo.Machine  {
   # The hostname of this machine
   String hostname;

   # The IP address of this machine.
   String ipaddress;

   # The URL of the admin server for this traffic manager.
   String admin_server;

   # The install path of the traffic manager on this machine.
   String zeushome;
}
```

# System.NAT

URI: http://soap.zeus.com/zxtm/1.0/System/NAT/

The NAT interface allows management of custom NAT rules. Using this interface, you can create, delete and view custom NAT rules.

## Methods

### addManyToOneAllPorts( all_ports_data ) throws InvalidInput, ObjectDoesNotExist

Add a many-to-one all-ports NAT rule

```
void addManyToOneAllPorts(
   System.NAT.ManyToOneAllPortsRule[] all_ports_data
)
```

### addManyToOnePortLocked( port_locked_data ) throws InvalidInput, ObjectDoesNotExist

Add a many-to-one port locked NAT rule

```
void addManyToOnePortLocked(
   System.NAT.ManyToOnePortLockedRule[] port_locked_data
)
```

### addOneToOne( one_to_one_data ) throws InvalidInput, ObjectDoesNotExist

Add a one-to-one NAT rule

```
void addOneToOne(
   System.NAT.OneToOneRule[] one_to_one_data
)
```


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### addPortMapping( port_mapping_data ) throws InvalidInput, ObjectDoesNotExist

Add a port mapping rule for a virtual server

```
void addPortMapping(
   System.NAT.PortMappingRule[] port_mapping_data
)
```

### getManyToOneAllPortsList()

Get a list of the many-to-one all-ports NAT rules

```
System.NAT.ManyToOneAllPortsRule[] getManyToOneAllPortsList()
```

### getManyToOnePortLockedList()

Get a list of the many-to-one port-locked NAT rules

```
System.NAT.ManyToOnePortLockedRule[] getManyToOnePortLockedList()
```

### getOneToOneList()

Get a list of the one-to-one NAT rules

```
System.NAT.OneToOneRule[] getOneToOneList()
```

### getPortMappingList()

Get a list of the port mapping NAT rules

```
System.NAT.PortMappingRule[] getPortMappingList()
```

### removeManyToOneAllPorts( all_ports_data ) throws InvalidInput, ObjectDoesNotExist

Remove a many-to-one all-ports rule matching the rule provided

```
void removeManyToOneAllPorts(
   System.NAT.ManyToOneAllPortsRule[] all_ports_data
)
```

### removeManyToOnePortLocked( port_locked_data ) throws InvalidInput, ObjectDoesNotExist

Remove a many-to-one port-locked rule matching the rule provided

```
void removeManyToOnePortLocked(
   System.NAT.ManyToOnePortLockedRule[] port_locked_data
)
```

### removeOneToOne( one_to_one ) throws InvalidInput, ObjectDoesNotExist

Remove a one-to-one rule matching the rule provided

```
void removeOneToOne(
   System.NAT.OneToOneRule[] one_to_one
)
```

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### removePortMapping( port_mapping_data ) throws InvalidInput, ObjectDoesNotExist

Remove a port mapping rule matching the rule provided

```
void removePortMapping(
   System.NAT.PortMappingRule[] port_mapping_data
)
```

## Structures

### System.NAT.ManyToOneAllPortsRule

A list of config key value pairs for a many-to-one all-ports NAT rule

```
struct System.NAT.ManyToOneAllPortsRule  {
   # The name of the TIP group this rule applies to
   String tipgroup;

   # The name of the pool this rule filters on
   String pool;
}
```

### System.NAT.ManyToOnePortLockedRule

A list of config key value pairs for a many-to-one port-locked NAT rule

```
struct System.NAT.ManyToOnePortLockedRule  {
   # The name of the TIP group this rule applies to
   String tipgroup;

   # The name of the pool this rule filters on
   String pool;

   # The protocol this rule applies to (TCP, UDP, etc.)
   String protocol;

   # The port number this rule applies to
   Integer port;
}
```

### System.NAT.OneToOneRule

A list of config key value pairs for a One To One NAT rule

```
struct System.NAT.OneToOneRule  {
   # The name of the TIP group this rule applies to
   String tipgroup;

   # The name of the IP address this rule filters on
   String ip;

   # Whether or not this rule has an associated inbound rule
   String inbound;
}
```


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### System.NAT.PortMappingRule

A list of config key value pairs for a Port Mapping NAT rule

```
struct System.NAT.PortMappingRule  {
   # The name of the virtualserver this rule applies to
   String virtualserver;

   # The first port in the port range the virtual server will now listen on
   Integer first;

   # The last port in the port range the virtual server will now listen on
   Integer last;
}
```

## System.RequestLogs

URI: http://soap.zeus.com/zxtm/1.0/System/RequestLogs/

The RequestLogs interfaces provide operations on saved virtual server request logs for a Pulse Secure vTM appliance. This interface is only available on an appliance.

### Methods

#### deleteAllVSRequestLogs() throws InvalidOperation

Delete all the request logs for all virtual servers.

```
void deleteAllVSRequestLogs()
```

#### deleteVSRequestLog( logfiles ) throws InvalidInput, InvalidOperation

Delete the specified request logs.

```
void deleteVSRequestLog(
   String[] logfiles
)
```

#### deleteVSRequestLogs( vservers ) throws InvalidOperation

Delete the request logs for specific virtual servers.

```
void deleteVSRequestLogs(
   String[] vservers
)
```

#### getAllVSRequestLogs() throws InvalidOperation

Get the request logs for all virtual servers.

```
System.RequestLogs.VSRequestLog[] getAllVSRequestLogs()
```

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### getVSRequestLogs( vservers ) throws InvalidOperation

Get the request logs for specific virtual servers.

```
System.RequestLogs.VSRequestLog[][] getVSRequestLogs(
   String[] vservers
)
```

## Structures

### System.RequestLogs.VSRequestLog

This structure contains the information for each virtual server request log.

```
struct System.RequestLogs.VSRequestLog  {
   # The log filename.
   String filename;

   # The virtual server for this logfile.
   String virtual_server;

   # The date this logfile was created.
   Time logdate;

   # The size (in bytes) of this logfile.
   Integer filesize;
}
```

# System.Stats

URI: http://soap.zeus.com/zxtm/1.0/System/Stats/

The System.Stats interface retrieves statistical information about the system. Note: This interface is essentially a SOAP implementation of part of the SNMP interface. If you experience any performance issues using this interface, it is recommended trying SNMP directly.

## Methods

### getActionNumber()

The number of actions configured in the traffic manager.

```
Integer getActionNumber()
```

### getActions()

Gets the list of Alerting Actions configured.

```
String[] getActions()
```


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### getActionsProcessed( names ) throws InvalidInput, InvalidObjectName

Number of times this action has been processed, for each of the named Actions.

```
Integer[] getActionsProcessed(
   String[] names
)
```

### getAnalyticsTransactionsDropped()

Count of transaction metadata records that have been dropped

```
Integer getAnalyticsTransactionsDropped()
```

### getAnalyticsTransactionsExported()

Count of transaction metadata records that have been exported

```
Integer getAnalyticsTransactionsExported()
```

### getAnalyticsTransactionsMemoryUsage()

Number of bytes queued in the transaction export transmit buffers.

```
Integer getAnalyticsTransactionsMemoryUsage()
```

### getAspSessionCacheEntries()

The total number of ASP sessions stored in the cache.

```
Integer getAspSessionCacheEntries()
```

### getAspSessionCacheEntriesMax()

The maximum number of ASP sessions in the cache.

```
Integer getAspSessionCacheEntriesMax()
```

### getAspSessionCacheHitRate()

The percentage of ASP session lookups that succeeded.

```
Integer getAspSessionCacheHitRate()
```

### getAspSessionCacheHits()

Number of times a ASP session entry has been successfully found in the cache.

```
Integer getAspSessionCacheHits()
```

### getAspSessionCacheLookups()

Number of times a ASP session entry has been looked up in the cache.

```
Integer getAspSessionCacheLookups()
```

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### getAspSessionCacheMisses()

Number of times a ASP session entry has not been available in the cache.

```
Integer getAspSessionCacheMisses()
```

### getAspSessionCacheOldest()

The age of the oldest ASP session in the cache (in seconds).

```
Integer getAspSessionCacheOldest()
```

### getAuthenticatorErrors( names ) throws InvalidInput, InvalidObjectName

Number of connection errors that have occurred when trying to connect to an authentication server, for each of the named Authenticators.

```
Integer[] getAuthenticatorErrors(
   String[] names
)
```

### getAuthenticatorFails( names ) throws InvalidInput, InvalidObjectName

Number of times this Authenticator has failed to authenticate, for each of the named Authenticators.

```
Integer[] getAuthenticatorFails(
   String[] names
)
```

### getAuthenticatorNumber()

The number of Authenticators.

```
Integer getAuthenticatorNumber()
```

### getAuthenticatorPasses( names ) throws InvalidInput, InvalidObjectName

Number of times this Authenticator has successfully authenticated, for each of the named Authenticators.

```
Integer[] getAuthenticatorPasses(
   String[] names
)
```

### getAuthenticatorRequests( names ) throws InvalidInput, InvalidObjectName

Number of times this Authenticator has been asked to authenticate, for each of the named Authenticators.

```
Integer[] getAuthenticatorRequests(
   String[] names
)
```

### getAuthenticators()

Gets the list of Authenticators configured.

```
String[] getAuthenticators()
```


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### getBandwidthClassBytesDrop( names ) throws InvalidInput, InvalidObjectName

Bytes dropped by this bandwidth class, for each of the named BandwidthClasses. (obsolete)

```
Long[] getBandwidthClassBytesDrop(
   String[] names
)
```

### getBandwidthClassBytesOut( names ) throws InvalidInput, InvalidObjectName

Bytes output by connections assigned to this bandwidth class, for each of the named BandwidthClasses.

```
Long[] getBandwidthClassBytesOut(
   String[] names
)
```

### getBandwidthClassGuarantee( names ) throws InvalidInput, InvalidObjectName

Guaranteed bandwidth class limit (kbits/s). Currently unused, for each of the named BandwidthClasses.

```
Integer[] getBandwidthClassGuarantee(
   String[] names
)
```

### getBandwidthClassMaximum( names ) throws InvalidInput, InvalidObjectName

Maximum bandwidth class limit (kbits/s), for each of the named BandwidthClasses.

```
Integer[] getBandwidthClassMaximum(
   String[] names
)
```

### getBandwidthClassNumber()

The number of bandwidth classes defined.

```
Integer getBandwidthClassNumber()
```

### getBandwidthClassPktsDrop( names ) throws InvalidInput, InvalidObjectName

Number of packets dropped by this bandwidth class, for each of the named BandwidthClasses. (obsolete)

```
Long[] getBandwidthClassPktsDrop(
   String[] names
)
```

### getBandwidthClasses()

Gets the list of Bandwidth Classes configured.

```
String[] getBandwidthClasses()
```

### getCloudcredentialsClassNumber()

The number of cloud credentials sets defined.

```
Integer getCloudcredentialsClassNumber()
```

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### getCloudcredentialsNodeCreations( names ) throws InvalidInput, InvalidObjectName

The number of instance creation API requests made with this set of cloud credentials, for each of the named Cloudcredentialses.

```
Integer[] getCloudcredentialsNodeCreations(
   String[] names
)
```

### getCloudcredentialsNodeDeletions( names ) throws InvalidInput, InvalidObjectName

The number of instance destruction API requests made with this set of cloud credentials, for each of the named Cloudcredentialses.

```
Integer[] getCloudcredentialsNodeDeletions(
   String[] names
)
```

### getCloudcredentialsStatusRequests( names ) throws InvalidInput, InvalidObjectName

The number of status API requests made with this set of cloud credentials, for each of the named Cloudcredentialses.

```
Integer[] getCloudcredentialsStatusRequests(
   String[] names
)
```

### getCloudcredentialses()

Gets the list of Cloud Credentials configured.

```
String[] getCloudcredentialses()
```

### getCoreUtilizationPercent( core_ids ) throws InvalidInput, InvalidObjectName

The cpu utilization of the data plane acceleration core, for each of the specified DpaCoreUtilizations. (obsolete)

```
Integer[] getCoreUtilizationPercent(
   String[] core_ids
)
```

### getDataEntries()

Number of entries in the TrafficScript data.get()/set() storage.

```
Integer getDataEntries()
```

### getDataMemoryUsage()

Number of bytes used in the TrafficScript data.get()/set() storage.

```
Integer getDataMemoryUsage()
```

### getDataPlaneAccelCoreNumber()

The number of data plane acceleration cores. (obsolete)


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```
Integer getDataPlaneAccelCoreNumber()
```

### getDpaCoreUtilizations()

Previously got the list of Data plane acceleration cores configured, now obsolete.

```
String[] getDpaCoreUtilizations()
```

### getEventNumber()

The number of event configurations.

```
Integer getEventNumber()
```

### getEvents()

Gets the list of Event Types configured.

```
String[] getEvents()
```

### getEventsMatched( names ) throws InvalidInput, InvalidObjectName

Number of times this event configuration has matched, for each of the named Events.

```
Integer[] getEventsMatched(
   String[] names
)
```

### getEventsSeen()

Events seen by the traffic Manager's event handling process.

```
Integer getEventsSeen()
```

### getGlbServiceDiscarded( names ) throws InvalidInput, InvalidObjectName

Number of A records this GLB Service has discarded, for each of the named GlbServices.

```
Integer[] getGlbServiceDiscarded(
   String[] names
)
```

### getGlbServiceNumber()

The number of GLB Services on this system.

```
Integer getGlbServiceNumber()
```

### getGlbServiceResponses( names ) throws InvalidInput, InvalidObjectName

Number of A records this GLB Service has altered, for each of the named GlbServices.

```
Integer[] getGlbServiceResponses(
   String[] names
)
```

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### getGlbServiceUnmodified( names ) throws InvalidInput, InvalidObjectName

Number of A records this GLB Service has passed through unmodified, for each of the named GlbServices.

```
Integer[] getGlbServiceUnmodified(
   String[] names
)
```

### getGlbServices()

Gets the list of GLB services configured.

```
String[] getGlbServices()
```

### getHourlyPeakBytesInPerSecond()

The peak bytes received from clients per second in the last hour.

```
Integer getHourlyPeakBytesInPerSecond()
```

### getHourlyPeakBytesOutPerSecond()

The peak bytes sent to clients per second in the last hour.

```
Integer getHourlyPeakBytesOutPerSecond()
```

### getHourlyPeakRequestsPerSecond()

The peak requests per second in the last hour.

```
Integer getHourlyPeakRequestsPerSecond()
```

### getHourlyPeakSSLConnectionsPerSecond()

The peak ssl connections per second in the last hour.

```
Integer getHourlyPeakSSLConnectionsPerSecond()
```

### getHttp2ConnectionsOpen()

The number of HTTP/2 connections currently open.

```
Integer getHttp2ConnectionsOpen()
```

### getHttp2HeadersBytesReadCompressed()

Total size of compressed HTTP/2 headers read.

```
Long getHttp2HeadersBytesReadCompressed()
```

### getHttp2HeadersBytesReadUncompressed()

Total size of uncompressed HTTP/2 headers read.

```
Long getHttp2HeadersBytesReadUncompressed()
```


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### getHttp2StreamsClosedByPeer()

Total number of HTTP/2 streams closed by peer.

```
Long getHttp2StreamsClosedByPeer()
```

### getHttp2StreamsClosedByUs()

Total number of HTTP/2 streams closed by us.

```
Long getHttp2StreamsClosedByUs()
```

### getHttp2StreamsOpen()

The number of HTTP/2 streams currently open.

```
Integer getHttp2StreamsOpen()
```

### getHttp2StreamsPushPromiseSentByPeer()

Total number of HTTP/2 push-promise streams sent by peer.

```
Long getHttp2StreamsPushPromiseSentByPeer()
```

### getHttp2StreamsPushPromiseSentByUs()

Total number of HTTP/2 push-promise streams sent by us.

```
Long getHttp2StreamsPushPromiseSentByUs()
```

### getHttp2StreamsResetByPeer()

Total number of HTTP/2 streams reset by peer.

```
Long getHttp2StreamsResetByPeer()
```

### getHttp2StreamsResetByUs()

Total number of HTTP/2 streams reset by us.

```
Long getHttp2StreamsResetByUs()
```

### getHttp2StreamsTotalControlBytesRead()

Total number of HTTP/2 control frame bytes read.

```
Long getHttp2StreamsTotalControlBytesRead()
```

### getHttp2StreamsTotalControlBytesWritten()

Total number of HTTP/2 control frame bytes written.

```
Long getHttp2StreamsTotalControlBytesWritten()
```

### getHttp2StreamsTotalCreated()

Total number of HTTP/2 streams created.

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```
Long getHttp2StreamsTotalCreated()
```

### getHttp2StreamsTotalDataBytesRead()

Total number of HTTP/2 data frame bytes read.

```
Long getHttp2StreamsTotalDataBytesRead()
```

### getHttp2StreamsTotalDataBytesWritten()

Total number of HTTP/2 data frame bytes written.

```
Long getHttp2StreamsTotalDataBytesWritten()
```

### getInterfaceCollisions( names ) throws InvalidInput, InvalidObjectName

The number of collisions reported by this interface, for each of the named Interfaces.

```
Integer[] getInterfaceCollisions(
   String[] names
)
```

### getInterfaceNumber()

The number of network interfaces.

```
Integer getInterfaceNumber()
```

### getInterfaceRxBytes( names ) throws InvalidInput, InvalidObjectName

Bytes received by this interface, for each of the named Interfaces.

```
Long[] getInterfaceRxBytes(
   String[] names
)
```

### getInterfaceRxErrors( names ) throws InvalidInput, InvalidObjectName

The number of receive errors reported by this interface, for each of the named Interfaces.

```
Integer[] getInterfaceRxErrors(
   String[] names
)
```

### getInterfaceRxPackets( names ) throws InvalidInput, InvalidObjectName

The number of packets received by this interface, for each of the named Interfaces.

```
Integer[] getInterfaceRxPackets(
   String[] names
)
```

### getInterfaceTxBytes( names ) throws InvalidInput, InvalidObjectName

Bytes transmitted by this interface, for each of the named Interfaces.

```
Long[] getInterfaceTxBytes(
```


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```
   String[] names
)
```

### getInterfaceTxErrors( names ) throws InvalidInput, InvalidObjectName

The number of transmit errors reported by this interface, for each of the named Interfaces.

```
Integer[] getInterfaceTxErrors(
   String[] names
)
```

### getInterfaceTxPackets( names ) throws InvalidInput, InvalidObjectName

The number of packets transmitted by this interface, for each of the named Interfaces.

```
Integer[] getInterfaceTxPackets(
   String[] names
)
```

### getInterfaces()

Gets the list of Network Interfaces configured.

```
String[] getInterfaces()
```

### getIpSessionCacheEntries()

The total number of IP sessions stored in the cache.

```
Integer getIpSessionCacheEntries()
```

### getIpSessionCacheEntriesMax()

The maximum number of IP sessions in the cache.

```
Integer getIpSessionCacheEntriesMax()
```

### getIpSessionCacheHitRate()

The percentage of IP session lookups that succeeded.

```
Integer getIpSessionCacheHitRate()
```

### getIpSessionCacheHits()

Number of times a IP session entry has been successfully found in the cache.

```
Integer getIpSessionCacheHits()
```

### getIpSessionCacheLookups()

Number of times a IP session entry has been looked up in the cache.

```
Integer getIpSessionCacheLookups()
```

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### getIpSessionCacheMisses()

Number of times a IP session entry has not been available in the cache.

```
Integer getIpSessionCacheMisses()
```

### getIpSessionCacheOldest()

The age of the oldest IP session in the cache (in seconds).

```
Integer getIpSessionCacheOldest()
```

### getJ2eeSessionCacheEntries()

The total number of J2EE sessions stored in the cache.

```
Integer getJ2eeSessionCacheEntries()
```

### getJ2eeSessionCacheEntriesMax()

The maximum number of J2EE sessions in the cache.

```
Integer getJ2eeSessionCacheEntriesMax()
```

### getJ2eeSessionCacheHitRate()

The percentage of J2EE session lookups that succeeded.

```
Integer getJ2eeSessionCacheHitRate()
```

### getJ2eeSessionCacheHits()

Number of times a J2EE session entry has been successfully found in the cache.

```
Integer getJ2eeSessionCacheHits()
```

### getJ2eeSessionCacheLookups()

Number of times a J2EE session entry has been looked up in the cache.

```
Integer getJ2eeSessionCacheLookups()
```

### getJ2eeSessionCacheMisses()

Number of times a J2EE session entry has not been available in the cache.

```
Integer getJ2eeSessionCacheMisses()
```

### getJ2eeSessionCacheOldest()

The age of the oldest J2EE session in the cache (in seconds).

```
Integer getJ2eeSessionCacheOldest()
```

### getLicensekeyNumber()

The number of License keys.


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```
Integer getLicensekeyNumber()
```

### getListenIPBytesIn( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

Bytes sent to this listening IP, for each of the specified ListenIPs.

```
Long[] getListenIPBytesIn(
   String[] listen_ip_addresses
)
```

### getListenIPBytesOut( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

Bytes sent from this listening IP, for each of the specified ListenIPs.

```
Long[] getListenIPBytesOut(
   String[] listen_ip_addresses
)
```

### getListenIPCurrentConn( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

TCP connections currently established to this listening IP, for each of the specified ListenIPs.

```
Integer[] getListenIPCurrentConn(
   String[] listen_ip_addresses
)
```

### getListenIPMaxConn( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

Maximum number of simultaneous TCP connections this listening IP has processed at any one time, for each of the specified ListenIPs.

```
Integer[] getListenIPMaxConn(
   String[] listen_ip_addresses
)
```

### getListenIPTotalConn( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

Requests sent to this listening IP, for each of the specified ListenIPs. (obsolete)

```
Integer[] getListenIPTotalConn(
   String[] listen_ip_addresses
)
```

### getListenIPTotalRequests( listen_ip_addresses ) throws InvalidInput, InvalidObjectName

Requests sent to this listening IP, for each of the specified ListenIPs.

```
Long[] getListenIPTotalRequests(
   String[] listen_ip_addresses
)
```

### getListenIPs()

Gets the list of all IP addresses that Virtual Servers are listening on.

```
String[] getListenIPs()
```

### getLocationLoad( names ) throws InvalidInput, InvalidObjectName

The mean load metric for this location, for each of the named Locations.

```
Integer[] getLocationLoad(
   String[] names
)
```

### getLocationResponses( names ) throws InvalidInput, InvalidObjectName

Number of A records that have been altered to point to this location, for each of the named Locations.

```
Integer[] getLocationResponses(
   String[] names
)
```

### getLocations()

Gets the list of Locations configured.

```
String[] getLocations()
```

### getMonitorNumber()

The number of Monitors.

```
Integer getMonitorNumber()
```

### getNodeBytesFromNode( nodes ) throws InvalidInput, InvalidObjectName

Bytes received from this node, for each of the specified Nodes.

```
Long[] getNodeBytesFromNode(
   System.Stats.Node[] nodes
)
```

### getNodeBytesToNode( nodes ) throws InvalidInput, InvalidObjectName

Bytes sent to this node, for each of the specified Nodes.

```
Long[] getNodeBytesToNode(
   System.Stats.Node[] nodes
)
```

### getNodeCurrentConn( nodes ) throws InvalidInput, InvalidObjectName

Current connections established to this node, includes idle connections and connections being established, for each of the specified Nodes.

```
Integer[] getNodeCurrentConn(
   System.Stats.Node[] nodes
)
```

### getNodeCurrentRequests( nodes ) throws InvalidInput, InvalidObjectName

Active connections established to this node, does not include idle connections, for each of the specified Nodes.


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```
Integer[] getNodeCurrentRequests(
   System.Stats.Node[] nodes
)
```

### getNodeErrors( nodes ) throws InvalidInput, InvalidObjectName

Number of timeouts, connection problems and other errors for this node, for each of the specified Nodes.

```
Integer[] getNodeErrors(
   System.Stats.Node[] nodes
)
```

### getNodeFailures( nodes ) throws InvalidInput, InvalidObjectName

Failures of this node, for each of the specified Nodes.

```
Integer[] getNodeFailures(
   System.Stats.Node[] nodes
)
```

### getNodeIdleConns( nodes ) throws InvalidInput, InvalidObjectName

Number of idle HTTP connections to this node, for each of the specified Nodes.

```
Integer[] getNodeIdleConns(
   System.Stats.Node[] nodes
)
```

### getNodeNewConn( nodes ) throws InvalidInput, InvalidObjectName

Requests that created a new connection to this node, for each of the specified Nodes.

```
Integer[] getNodeNewConn(
   System.Stats.Node[] nodes
)
```

### getNodeNumber()

The number of nodes on this system (includes IPv4 and IPv6 nodes).

```
Integer getNodeNumber()
```

### getNodePooledConn( nodes ) throws InvalidInput, InvalidObjectName

Requests that reused an existing pooled/keepalive connection rather than creating a new TCP connection, for each of the specified Nodes.

```
Integer[] getNodePooledConn(
   System.Stats.Node[] nodes
)
```

### getNodeResponseMax( nodes ) throws InvalidInput, InvalidObjectName

Maximum response time (ms) in the last second for this node, for each of the specified Nodes.

```
Integer[] getNodeResponseMax(
   System.Stats.Node[] nodes
```

```
)
```

### getNodeResponseMean( nodes ) throws InvalidInput, InvalidObjectName

Mean response time (ms) in the last second for this node, for each of the specified Nodes.

```
Integer[] getNodeResponseMean(
   System.Stats.Node[] nodes
)
```

### getNodeResponseMin( nodes ) throws InvalidInput, InvalidObjectName

Minimum response time (ms) in the last second for this node, for each of the specified Nodes.

```
Integer[] getNodeResponseMin(
   System.Stats.Node[] nodes
)
```

### getNodeState( nodes ) throws InvalidInput, InvalidObjectName

The state of this node, for each of the specified Nodes.

```
System.Stats.NodeState[] getNodeState(
   System.Stats.Node[] nodes
)
```

### getNodeTotalConn( nodes ) throws InvalidInput, InvalidObjectName

Requests sent to this node, for each of the specified Nodes.

```
Integer[] getNodeTotalConn(
   System.Stats.Node[] nodes
)
```

### getNodes()

Retrieves the list of available Nodes.

```
System.Stats.Node[] getNodes()
```

### getNumIdleConnections()

Total number of idle HTTP connections to all nodes (used for future HTTP requests).

```
Integer getNumIdleConnections()
```

### getNumberChildProcesses()

The number of traffic manager child processes.

```
Integer getNumberChildProcesses()
```

### getNumberDNSACacheHits()

Requests for DNS A records resolved from the traffic manager's local cache.

```
Integer getNumberDNSACacheHits()
```


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### getNumberDNSARequests()

Requests for DNS A records (hostname->IP address) made by the traffic manager.

```
Integer getNumberDNSARequests()
```

### getNumberDNSPTRCacheHits()

Requests for DNS PTR records resolved from the traffic manager's local cache.

```
Integer getNumberDNSPTRCacheHits()
```

### getNumberDNSPTRRequests()

Requests for DNS PTR records (IP address->hostname) made by the traffic manager.

```
Integer getNumberDNSPTRRequests()
```

### getNumberSNMPBadRequests()

Malformed SNMP requests received.

```
Integer getNumberSNMPBadRequests()
```

### getNumberSNMPGetBulkRequests()

SNMP GetBulkRequests received.

```
Integer getNumberSNMPGetBulkRequests()
```

### getNumberSNMPGetNextRequests()

SNMP GetNextRequests received.

```
Integer getNumberSNMPGetNextRequests()
```

### getNumberSNMPGetRequests()

SNMP GetRequests received.

```
Integer getNumberSNMPGetRequests()
```

### getNumberSNMPUnauthorisedRequests()

SNMP requests dropped due to access restrictions.

```
Integer getNumberSNMPUnauthorisedRequests()
```

### getPerLocationServiceDraining( per_location_services ) throws InvalidInput, InvalidObjectName

The draining state of this location for this GLB Service, for each of the specified PerLocationServices.

```
System.Stats.PerLocationServiceDraining[] getPerLocationServiceDraining(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServiceFrontendState( per_location_services ) throws InvalidInput, InvalidObjectName

The frontend state of this location for this GLB Service, for each of the specified PerLocationServices.

```
System.Stats.PerLocationServiceFrontendState[] getPerLocationServiceFrontendState(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServiceLoad( per_location_services ) throws InvalidInput, InvalidObjectName

The load metric for this location for this GLB Service, for each of the specified PerLocationServices.

```
Integer[] getPerLocationServiceLoad(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServiceMonitorState( per_location_services ) throws InvalidInput, InvalidObjectName

The monitor state of this location for this GLB Service, for each of the specified PerLocationServices.

```
System.Stats.PerLocationServiceMonitorState[] getPerLocationServiceMonitorState(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServiceResponses( per_location_services ) throws InvalidInput, InvalidObjectName

Number of A records that have been altered to point to this location for this GLB Service, for each of the specified PerLocationServices.

```
Integer[] getPerLocationServiceResponses(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServiceState( per_location_services ) throws InvalidInput, InvalidObjectName

The state of this location for this GLB Service, for each of the specified PerLocationServices.

```
System.Stats.PerLocationServiceState[] getPerLocationServiceState(
   System.Stats.PerLocationService[] per_location_services
)
```

### getPerLocationServices()

Retrieves the list of available PerLocationServices.

```
System.Stats.PerLocationService[] getPerLocationServices()
```


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### getPerNodeServiceLevelResponseMax( per_node_service_levels ) throws InvalidInput, InvalidObjectName

Maximum response time (ms) in the last second for this SLM class to this node, for each of the specified PerNodeServiceLevels.

```
Integer[] getPerNodeServiceLevelResponseMax(
   System.Stats.PerNodeServiceLevel[] per_node_service_levels
)
```

### getPerNodeServiceLevelResponseMean( per_node_service_levels ) throws InvalidInput, InvalidObjectName

Mean response time (ms) in the last second for this SLM class to this node, for each of the specified PerNodeServiceLevels.

```
Integer[] getPerNodeServiceLevelResponseMean(
   System.Stats.PerNodeServiceLevel[] per_node_service_levels
)
```

### getPerNodeServiceLevelResponseMin( per_node_service_levels ) throws InvalidInput, InvalidObjectName

Minimum response time (ms) in the last second for this SLM class to this node, for each of the specified PerNodeServiceLevels.

```
Integer[] getPerNodeServiceLevelResponseMin(
   System.Stats.PerNodeServiceLevel[] per_node_service_levels
)
```

### getPerNodeServiceLevelTotalConn( per_node_service_levels ) throws InvalidInput, InvalidObjectName

Requests handled by this SLM class to this node, for each of the specified PerNodeServiceLevels.

```
Integer[] getPerNodeServiceLevelTotalConn(
   System.Stats.PerNodeServiceLevel[] per_node_service_levels
)
```

### getPerNodeServiceLevelTotalNonConf( per_node_service_levels ) throws InvalidInput, InvalidObjectName

Non-conforming requests handled by this SLM class to this node, for each of the specified PerNodeServiceLevels.

```
Integer[] getPerNodeServiceLevelTotalNonConf(
   System.Stats.PerNodeServiceLevel[] per_node_service_levels
)
```

### getPerNodeServiceLevels()

Retrieves the list of available PerNodeServiceLevels.

```
System.Stats.PerNodeServiceLevel[] getPerNodeServiceLevels()
```

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### getPerPoolNodeBytesFromNode( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Bytes received from this node, for each of the specified PerPoolNodes.

```
Long[] getPerPoolNodeBytesFromNode(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeBytesToNode( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Bytes sent to this node, for each of the specified PerPoolNodes.

```
Long[] getPerPoolNodeBytesToNode(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeCurrentConn( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Current connections established to a node, includes idle connections and connections being established, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeCurrentConn(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeCurrentRequests( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Active connections established to this node, does not include idle connections, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeCurrentRequests(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeErrors( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Number of timeouts, connection problems and other errors for this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeErrors(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeFailures( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Failures of this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeFailures(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeIdleConns( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Number of idle HTTP connections to this node, for each of the specified PerPoolNodes.


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```
Integer[] getPerPoolNodeIdleConns(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeL4StatelessBuckets( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Number of hash buckets occupied for this node for L4 stateless processing, for each of the specified PerPoolNodes. (obsolete)

```
Integer[] getPerPoolNodeL4StatelessBuckets(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeNewConn( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Requests that created a new connection to this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeNewConn(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeNumber()

The number of nodes on this system.

```
Integer getPerPoolNodeNumber()
```

### getPerPoolNodePktsFromNode( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Packets received from this node, for each of the specified PerPoolNodes. (obsolete)

```
Long[] getPerPoolNodePktsFromNode(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodePktsToNode( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Packets sent to this node, for each of the specified PerPoolNodes. (obsolete)

```
Long[] getPerPoolNodePktsToNode(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodePooledConn( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Requests that reused an existing pooled/keepalive connection rather than creating a new TCP connection, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodePooledConn(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeResponseMax( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Maximum response time (ms) in the last second for this node, for each of the specified PerPoolNodes.

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```
Integer[] getPerPoolNodeResponseMax(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeResponseMean( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Mean response time (ms) in the last second for this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeResponseMean(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeResponseMin( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Minimum response time (ms) in the last second for this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeResponseMin(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeState( per_pool_nodes ) throws InvalidInput, InvalidObjectName

The state of this node, for each of the specified PerPoolNodes.

```
System.Stats.PerPoolNodeState[] getPerPoolNodeState(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodeTotalConn( per_pool_nodes ) throws InvalidInput, InvalidObjectName

Requests sent to this node, for each of the specified PerPoolNodes.

```
Integer[] getPerPoolNodeTotalConn(
   System.Stats.PerPoolNode[] per_pool_nodes
)
```

### getPerPoolNodes()

Retrieves the list of available PerPoolNodes.

```
System.Stats.PerPoolNode[] getPerPoolNodes()
```

### getPoolAlgorithm( names ) throws InvalidInput, InvalidObjectName

The load-balancing algorithm the pool uses, for each of the named Pools.

```
System.Stats.PoolAlgorithm[] getPoolAlgorithm(
   String[] names
)
```

### getPoolBwLimitBytesDrop( names ) throws InvalidInput, InvalidObjectName

Bytes dropped by this pool due to BW Limits, for each of the named Pools. (obsolete)

```
Long[] getPoolBwLimitBytesDrop(
   String[] names
)
```


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### getPoolBwLimitPktsDrop( names ) throws InvalidInput, InvalidObjectName

Number of packets dropped by this pool due to BW Limits, for each of the named Pools. (obsolete)

```
Long[] getPoolBwLimitPktsDrop(
   String[] names
)
```

### getPoolBytesIn( names ) throws InvalidInput, InvalidObjectName

Bytes received by this pool from nodes, for each of the named Pools.

```
Long[] getPoolBytesIn(
   String[] names
)
```

### getPoolBytesOut( names ) throws InvalidInput, InvalidObjectName

Bytes sent by this pool to nodes, for each of the named Pools.

```
Long[] getPoolBytesOut(
   String[] names
)
```

### getPoolConnsQueued( names )

Total connections currently queued to this pool, for each of the named Pools.

```
Integer[] getPoolConnsQueued(
   String[] names
)
```

### getPoolDisabled( names ) throws InvalidInput, InvalidObjectName

The number of nodes in this pool that are disabled, for each of the named Pools.

```
Integer[] getPoolDisabled(
   String[] names
)
```

### getPoolDraining( names ) throws InvalidInput, InvalidObjectName

The number of nodes in this pool which are draining, for each of the named Pools.

```
Integer[] getPoolDraining(
   String[] names
)
```

### getPoolHTTP1xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 1xx responses returned by this pool, for each of the named Pools.

```
Long[] getPoolHTTP1xxResponses(
   String[] names
)
```

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### getPoolHTTP2xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 2xx responses returned by this pool, for each of the named Pools.

```
Long[] getPoolHTTP2xxResponses(
   String[] names
)
```

### getPoolHTTP3xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 3xx responses returned by this pool, for each of the named Pools.

```
Long[] getPoolHTTP3xxResponses(
   String[] names
)
```

### getPoolHTTP4xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 4xx responses returned by this pool, for each of the named Pools.

```
Long[] getPoolHTTP4xxResponses(
   String[] names
)
```

### getPoolHTTP503Retries( names ) throws InvalidInput, InvalidObjectName

Number of times the pool received an HTTP 503 response from a node and retried it against a different node, for each of the named Pools.

```
Long[] getPoolHTTP503Retries(
   String[] names
)
```

### getPoolHTTP5xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 5xx responses returned by this pool, for each of the named Pools.

```
Long[] getPoolHTTP5xxResponses(
   String[] names
)
```

### getPoolMaxQueueTime( names )

Maximum time a connection was queued for, over the last second, for each of the named Pools.

```
Integer[] getPoolMaxQueueTime(
   String[] names
)
```

### getPoolMeanQueueTime( names )

Mean time a connection was queued for, over the last second, for each of the named Pools.

```
Integer[] getPoolMeanQueueTime(
   String[] names
)
```


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### getPoolMinQueueTime( names )

Minimum time a connection was queued for, over the last second, for each of the named Pools.

```
Integer[] getPoolMinQueueTime(
   String[] names
)
```

### getPoolNodes( names ) throws InvalidInput, InvalidObjectName

The number of nodes registered with this pool, for each of the named Pools.

```
Integer[] getPoolNodes(
   String[] names
)
```

### getPoolNumber()

The number of pools on this system.

```
Integer getPoolNumber()
```

### getPoolPersistence( names ) throws InvalidInput, InvalidObjectName

The session persistence method this pool uses, for each of the named Pools.

```
System.Stats.PoolPersistence[] getPoolPersistence(
   String[] names
)
```

### getPoolQueueTimeouts( names )

Total connections that timed-out while queued, for each of the named Pools.

```
Integer[] getPoolQueueTimeouts(
   String[] names
)
```

### getPoolSessionMigrated( names ) throws InvalidInput, InvalidObjectName

Sessions migrated to a new node because the desired node was unavailable, for each of the named Pools.

```
Integer[] getPoolSessionMigrated(
   String[] names
)
```

### getPoolState( names ) throws InvalidInput, InvalidObjectName

The state of this pool, for each of the named Pools.

```
System.Stats.PoolState[] getPoolState(
   String[] names
)
```

### getPoolTotalConn( names ) throws InvalidInput, InvalidObjectName

Requests sent to this pool, for each of the named Pools.

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```
Integer[] getPoolTotalConn(
   String[] names
)
```

### getPools()

Gets the list of Pools configured.

```
String[] getPools()
```

### getRateClassConnsEntered( names ) throws InvalidInput, InvalidObjectName

Connections that have entered the rate class and have been queued, for each of the named RateClasses.

```
Integer[] getRateClassConnsEntered(
   String[] names
)
```

### getRateClassConnsLeft( names ) throws InvalidInput, InvalidObjectName

Connections that have left the rate class, for each of the named RateClasses.

```
Integer[] getRateClassConnsLeft(
   String[] names
)
```

### getRateClassCurrentRate( names ) throws InvalidInput, InvalidObjectName

The average rate that requests are passing through this rate class, for each of the named RateClasses.

```
Integer[] getRateClassCurrentRate(
   String[] names
)
```

### getRateClassDropped( names ) throws InvalidInput, InvalidObjectName

Requests dropped from this rate class without being processed (e.g. timeouts), for each of the named RateClasses.

```
Integer[] getRateClassDropped(
   String[] names
)
```

### getRateClassMaxRatePerMin( names ) throws InvalidInput, InvalidObjectName

The maximum rate that requests may pass through this rate class (requests/min), for each of the named RateClasses.

```
Integer[] getRateClassMaxRatePerMin(
   String[] names
)
```

### getRateClassMaxRatePerSec( names ) throws InvalidInput, InvalidObjectName

The maximum rate that requests may pass through this rate class (requests/sec), for each of the named RateClasses.


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```
Integer[] getRateClassMaxRatePerSec(
   String[] names
)
```

### getRateClassNumber()

The number of rate classes defined.

```
Integer getRateClassNumber()
```

### getRateClassQueueLength( names ) throws InvalidInput, InvalidObjectName

The current number of requests queued by this rate class, for each of the named RateClasses.

```
Integer[] getRateClassQueueLength(
   String[] names
)
```

### getRateClasses()

Gets the list of Rate Classes configured.

```
String[] getRateClasses()
```

### getRuleAborts( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has aborted, for each of the named Rules.

```
Integer[] getRuleAborts(
   String[] names
)
```

### getRuleDiscards( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has discarded the connection, for each of the named Rules.

```
Integer[] getRuleDiscards(
   String[] names
)
```

### getRuleExecutionTimeWarnings( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has exceeded the execution time warning threshold, for each of the named Rules.

```
Integer[] getRuleExecutionTimeWarnings(
   String[] names
)
```

### getRuleExecutions( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has been executed, for each of the named Rules.

```
Integer[] getRuleExecutions(
   String[] names
)
```

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### getRuleNumber()

The number of TrafficScript rules.

```
Integer getRuleNumber()
```

### getRulePoolSelect( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has selected a pool to use, for each of the named Rules.

```
Integer[] getRulePoolSelect(
   String[] names
)
```

### getRuleResponds( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has responded directly to the client, for each of the named Rules.

```
Integer[] getRuleResponds(
   String[] names
)
```

### getRuleRetries( names ) throws InvalidInput, InvalidObjectName

Number of times this TrafficScript rule has forced the request to be retried, for each of the named Rules.

```
Integer[] getRuleRetries(
   String[] names
)
```

### getRules()

Gets the list of Rules configured.

```
String[] getRules()
```

### getServiceLevelConforming( names ) throws InvalidInput, InvalidObjectName

Percentage of requests associated with this SLM class that are conforming, for each of the named ServiceLevels.

```
Integer[] getServiceLevelConforming(
   String[] names
)
```

### getServiceLevelCurrentConns( names ) throws InvalidInput, InvalidObjectName

The number of connections currently associated with this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelCurrentConns(
   String[] names
)
```

### getServiceLevelIsOK( names ) throws InvalidInput, InvalidObjectName

Indicates if this SLM class is currently conforming, for each of the named ServiceLevels.


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```
System.Stats.ServiceLevelIsOK[] getServiceLevelIsOK(
   String[] names
)
```

### getServiceLevelNumber()

The number of SLM classes defined.

```
Integer getServiceLevelNumber()
```

### getServiceLevelResponseMax( names ) throws InvalidInput, InvalidObjectName

Maximum response time (ms) in the last second for this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelResponseMax(
   String[] names
)
```

### getServiceLevelResponseMean( names ) throws InvalidInput, InvalidObjectName

Mean response time (ms) in the last second for this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelResponseMean(
   String[] names
)
```

### getServiceLevelResponseMin( names ) throws InvalidInput, InvalidObjectName

Minimum response time (ms) in the last second for this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelResponseMin(
   String[] names
)
```

### getServiceLevelTotalConn( names ) throws InvalidInput, InvalidObjectName

Requests handled by this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelTotalConn(
   String[] names
)
```

### getServiceLevelTotalNonConf( names ) throws InvalidInput, InvalidObjectName

Non-conforming requests handled by this SLM class, for each of the named ServiceLevels.

```
Integer[] getServiceLevelTotalNonConf(
   String[] names
)
```

### getServiceLevels()

Gets the list of Service Level Monitoring classes configured.

```
String[] getServiceLevels()
```

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### getServiceProtLastRefusalTime( names ) throws InvalidInput, InvalidObjectName

The time (in hundredths of a second) since this service protection class last refused a connection (this value will wrap if no connections are refused in more than 497 days), for each of the named ServiceProts.

```
Integer[] getServiceProtLastRefusalTime(
   String[] names
)
```

### getServiceProtNumber()

The number of service protection classes defined.

```
Integer getServiceProtNumber()
```

### getServiceProtRefusalBinary( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the request contained disallowed binary content, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalBinary(
   String[] names
)
```

### getServiceProtRefusalConc10IP( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the top 10 source IP addresses issued too many concurrent connections, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalConc10IP(
   String[] names
)
```

### getServiceProtRefusalConc1IP( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the source IP address issued too many concurrent connections, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalConc1IP(
   String[] names
)
```

### getServiceProtRefusalConnRate( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the source IP address issued too many connections within 60 seconds, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalConnRate(
   String[] names
)
```

### getServiceProtRefusalIP( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the source IP address was banned, for each of the named ServiceProts.


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```
Integer[] getServiceProtRefusalIP(
   String[] names
)
```

### getServiceProtRefusalRFC2396( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the HTTP request was not RFC 2396 compliant, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalRFC2396(
   String[] names
)
```

### getServiceProtRefusalSize( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class because the request was larger than the defined limits allowed, for each of the named ServiceProts.

```
Integer[] getServiceProtRefusalSize(
   String[] names
)
```

### getServiceProtTotalRefusal( names ) throws InvalidInput, InvalidObjectName

Connections refused by this service protection class, for each of the named ServiceProts.

```
Integer[] getServiceProtTotalRefusal(
   String[] names
)
```

### getServiceProts()

Gets the list of Service Protection Classes configured.

```
String[] getServiceProts()
```

### getSslCacheEntries()

The total number of SSL sessions stored in the server cache.

```
Integer getSslCacheEntries()
```

### getSslCacheEntriesMax()

The maximum number of SSL entries in the server cache.

```
Integer getSslCacheEntriesMax()
```

### getSslCacheHitRate()

The percentage of SSL server cache lookups that succeeded.

```
Integer getSslCacheHitRate()
```

### getSslCacheHits()

Number of times a SSL entry has been successfully found in the server cache.

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```
Integer getSslCacheHits()
```

### getSslCacheLookups()

Number of times a SSL entry has been looked up in the server cache.

```
Integer getSslCacheLookups()
```

### getSslCacheMisses()

Number of times a SSL entry has not been available in the server cache.

```
Integer getSslCacheMisses()
```

### getSslCacheOldest()

The age of the oldest SSL session in the server cache (in seconds).

```
Integer getSslCacheOldest()
```

### getSslCipher3DESDecrypts()

Bytes decrypted with 3DES.

```
Integer getSslCipher3DESDecrypts()
```

### getSslCipher3DESEncrypts()

Bytes encrypted with 3DES.

```
Integer getSslCipher3DESEncrypts()
```

### getSslCipherAESDecrypts()

Bytes decrypted with AES.

```
Integer getSslCipherAESDecrypts()
```

### getSslCipherAESEncrypts()

Bytes encrypted with AES.

```
Integer getSslCipherAESEncrypts()
```

### getSslCipherAESGCMDecrypts()

Bytes decrypted with AES-GCM.

```
Integer getSslCipherAESGCMDecrypts()
```

### getSslCipherAESGCMEncrypts()

Bytes encrypted with AES-GCM.

```
Integer getSslCipherAESGCMEncrypts()
```


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### getSslCipherDESDecrypts()

Bytes decrypted with DES.

```
Integer getSslCipherDESDecrypts()
```

### getSslCipherDESEncrypts()

Bytes encrypted with DES.

```
Integer getSslCipherDESEncrypts()
```

### getSslCipherDHAgreements()

Number of Diffie Hellman key agreements.

```
Integer getSslCipherDHAgreements()
```

### getSslCipherDHGenerates()

Number of Diffie Hellman keys generated.

```
Integer getSslCipherDHGenerates()
```

### getSslCipherDSASigns()

Number of DSA signing operations.

```
Integer getSslCipherDSASigns()
```

### getSslCipherDSAVerifies()

Number of DSA verifications.

```
Integer getSslCipherDSAVerifies()
```

### getSslCipherDecrypts()

Bytes decrypted with a symmetric cipher.

```
Integer getSslCipherDecrypts()
```

### getSslCipherECDHAgreements()

Number of Elliptic Curve Diffie Hellman key agreements.

```
Integer getSslCipherECDHAgreements()
```

### getSslCipherECDHGenerates()

Number of Elliptic Curve Diffie Hellman keys generated.

```
Integer getSslCipherECDHGenerates()
```

### getSslCipherECDSASigns()

Number of ECDSA signing operations.

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```
Integer getSslCipherECDSASigns()
```

### getSslCipherECDSAVerifies()

Number of ECDSA verifications.

```
Integer getSslCipherECDSAVerifies()
```

### getSslCipherEncrypts()

Bytes encrypted with a symmetric cipher.

```
Integer getSslCipherEncrypts()
```

### getSslCipherRC4Decrypts()

Bytes decrypted with RC4.

```
Integer getSslCipherRC4Decrypts()
```

### getSslCipherRC4Encrypts()

Bytes encrypted with RC4.

```
Integer getSslCipherRC4Encrypts()
```

### getSslCipherRSADecrypts()

Number of RSA decrypts.

```
Integer getSslCipherRSADecrypts()
```

### getSslCipherRSADecryptsExternal()

Number of external RSA decrypts.

```
Integer getSslCipherRSADecryptsExternal()
```

### getSslCipherRSAEncrypts()

Number of RSA encrypts.

```
Integer getSslCipherRSAEncrypts()
```

### getSslCipherRSAEncryptsExternal()

Number of external RSA encrypts.

```
Integer getSslCipherRSAEncryptsExternal()
```

### getSslClientCertExpired()

Number of times a client certificate has expired.

```
Integer getSslClientCertExpired()
```


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### getSslClientCertInvalid()

Number of times a client certificate was invalid.

```
Integer getSslClientCertInvalid()
```

### getSslClientCertNotSent()

Number of times a client certificate was required but not supplied.

```
Integer getSslClientCertNotSent()
```

### getSslClientCertRevoked()

Number of times a client certificate was revoked.

```
Integer getSslClientCertRevoked()
```

### getSslConnections()

Number of SSL connections negotiated.

```
Integer getSslConnections()
```

### getSslHandshakeSSLv2()

Number of SSLv2 handshakes. (obsolete)

```
Integer getSslHandshakeSSLv2()
```

### getSslHandshakeSSLv3()

Number of SSLv3 handshakes.

```
Integer getSslHandshakeSSLv3()
```

### getSslHandshakeTLSv1()

Number of TLSv1.0 handshakes.

```
Integer getSslHandshakeTLSv1()
```

### getSslHandshakeTLSv11()

Number of TLSv1.1 handshakes.

```
Integer getSslHandshakeTLSv11()
```

### getSslHandshakeTLSv12()

Number of TLSv1.2 handshakes.

```
Integer getSslHandshakeTLSv12()
```

### getSslHandshakeTLSv13()

Number of TLSv1.3 handshakes.

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```
Integer getSslHandshakeTLSv13()
```

### getSslOcspStaplingCacheCount()

The number of entries in the OCSP stapling cache.

```
Integer getSslOcspStaplingCacheCount()
```

### getSslOcspStaplingCount()

The number of outgoing OCSP requests for OCSP stapling.

```
Integer getSslOcspStaplingCount()
```

### getSslOcspStaplingFailureCount()

The number of failed outgoing OCSP requests for OCSP stapling.

```
Integer getSslOcspStaplingFailureCount()
```

### getSslOcspStaplingGoodCount()

The number of 'good' OCSP responses for OCSP stapling.

```
Integer getSslOcspStaplingGoodCount()
```

### getSslOcspStaplingRevokedCount()

The number of 'revoked' OCSP responses for OCSP stapling.

```
Integer getSslOcspStaplingRevokedCount()
```

### getSslOcspStaplingSuccessCount()

The number of successful outgoing OCSP requests for OCSP stapling.

```
Integer getSslOcspStaplingSuccessCount()
```

### getSslOcspStaplingUnknownCount()

The number of 'unknown' OCSP requests for OCSP stapling.

```
Integer getSslOcspStaplingUnknownCount()
```

### getSslSessionCacheEntries()

The total number of SSL session persistence entries stored in the cache.

```
Integer getSslSessionCacheEntries()
```

### getSslSessionCacheEntriesMax()

The maximum number of SSL session persistence entries in the cache.

```
Integer getSslSessionCacheEntriesMax()
```


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### getSslSessionCacheHitRate()

The percentage of SSL session persistence lookups that succeeded.

```
Integer getSslSessionCacheHitRate()
```

### getSslSessionCacheHits()

Number of times a SSL session persistence entry has been successfully found in the cache.

```
Integer getSslSessionCacheHits()
```

### getSslSessionCacheLookups()

Number of times a SSL session persistence entry has been looked up in the cache.

```
Integer getSslSessionCacheLookups()
```

### getSslSessionCacheMisses()

Number of times a SSL session persistence entry has not been available in the cache.

```
Integer getSslSessionCacheMisses()
```

### getSslSessionCacheOldest()

The age of the oldest SSL session in the cache (in seconds).

```
Integer getSslSessionCacheOldest()
```

### getSslSessionIDDiskCacheHit()

Number of times the SSL session id was found in the disk cache and reused. (obsolete)

```
Integer getSslSessionIDDiskCacheHit()
```

### getSslSessionIDDiskCacheMiss()

Number of times the SSL session id was not found in the disk cache. (obsolete)

```
Integer getSslSessionIDDiskCacheMiss()
```

### getSslSessionIDMemCacheHit()

Number of times the SSL session id was found in the cache and reused.

```
Integer getSslSessionIDMemCacheHit()
```

### getSslSessionIDMemCacheMiss()

Number of times the SSL session id was not found in the cache.

```
Integer getSslSessionIDMemCacheMiss()
```

### getSteelheadNumber()

The number of Steelheads. (obsolete)

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```
Integer getSteelheadNumber()
```

### getSteelheadOptimized( names ) throws InvalidInput, InvalidObjectName

The current number of connections being forwarded to the Cloud Steelhead for optimization, for each of the named Steelheads. (obsolete)

```
Integer[] getSteelheadOptimized(
   String[] names
)
```

### getSteelheads()

Gets the list of Cloud Steelheads configured.

```
String[] getSteelheads()
```

### getSysCPUBusyPercent()

Percentage of time that the CPUs are busy.

```
Integer getSysCPUBusyPercent()
```

### getSysCPUIdlePercent()

Percentage of time that the CPUs are idle.

```
Integer getSysCPUIdlePercent()
```

### getSysCPUSystemBusyPercent()

Percentage of time that the CPUs are busy running system code.

```
Integer getSysCPUSystemBusyPercent()
```

### getSysCPUUserBusyPercent()

Percentage of time that the CPUs are busy running user-space code.

```
Integer getSysCPUUserBusyPercent()
```

### getSysFDsFree()

Number of free file descriptors.

```
Integer getSysFDsFree()
```

### getSysMemBuffered()

Buffer memory (MBytes).

```
Integer getSysMemBuffered()
```

### getSysMemFree()

Free memory (MBytes).


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```
Integer getSysMemFree()
```

### getSysMemInUse()

Memory used (MBytes).

```
Integer getSysMemInUse()
```

### getSysMemSwapTotal()

Total swap space (MBytes).

```
Integer getSysMemSwapTotal()
```

### getSysMemSwapped()

Amount of swap space in use (MBytes).

```
Integer getSysMemSwapped()
```

### getSysMemTotal()

Total memory (MBytes).

```
Integer getSysMemTotal()
```

### getTimeLastConfigUpdate()

The time (in hundredths of a second) since the configuration of traffic manager was updated (this value will wrap if no configuration changes are made for 497 days).

```
Integer getTimeLastConfigUpdate()
```

### getTotalBackendServerErrors()

Total errors returned from the backend servers.

```
Integer getTotalBackendServerErrors()
```

### getTotalBadDNSPackets()

Total number of malformed DNS response packets encountered from the backend servers.

```
Integer getTotalBadDNSPackets()
```

### getTotalBytesIn()

Bytes received by the traffic manager from clients.

```
Long getTotalBytesIn()
```

### getTotalBytesOut()

Bytes sent by the traffic manager to clients.

```
Long getTotalBytesOut()
```

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### getTotalConn()

Total number of TCP connections received.

```
Integer getTotalConn()
```

### getTotalCurrentConn()

Number of TCP connections currently established.

```
Integer getTotalCurrentConn()
```

### getTotalDNSResponses()

Total number of DNS response packets handled.

```
Integer getTotalDNSResponses()
```

### getTotalRequests()

Total number of TCP requests received.

```
Integer getTotalRequests()
```

### getTotalTransactions()

Total number of TCP requests being processed, after applying TPS limits.

```
Integer getTotalTransactions()
```

### getTrafficIPARPMessage()

Number of ARP messages sent for raised Traffic IP Addresses.

```
Integer getTrafficIPARPMessage()
```

### getTrafficIPGatewayPingRequests()

Number of ping requests sent to the gateway machine.

```
Integer getTrafficIPGatewayPingRequests()
```

### getTrafficIPGatewayPingResponses()

Number of ping responses received from the gateway machine.

```
Integer getTrafficIPGatewayPingResponses()
```

### getTrafficIPNodePingRequests()

Number of ping requests sent to the backend nodes.

```
Integer getTrafficIPNodePingRequests()
```

### getTrafficIPNodePingResponses()

Number of ping responses received from the backend nodes.


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```
Integer getTrafficIPNodePingResponses()
```

### getTrafficIPNumber()

The number of traffic IP addresses on this system (includes IPv4 and IPv6 addresses).

```
Integer getTrafficIPNumber()
```

### getTrafficIPNumberRaised()

The number of traffic IP addresses currently raised on this system (includes IPv4 and IPv6 addresses).

```
Integer getTrafficIPNumberRaised()
```

### getTrafficIPPingResponseErrors()

Number of ping response errors.

```
Integer getTrafficIPPingResponseErrors()
```

### getTrafficIPState( traffic_ip_addresses ) throws InvalidInput, InvalidObjectName

Whether this traffic IP address is currently being hosted by this traffic manager, for each of the specified TrafficIPs.

```
System.Stats.TrafficIPState[] getTrafficIPState(
   String[] traffic_ip_addresses
)
```

### getTrafficIPTime( traffic_ip_addresses ) throws InvalidInput, InvalidObjectName

The time (in hundredths of a second) since trafficIPState last changed (this value will wrap if the state hasn't changed for 497 days), for each of the specified TrafficIPs.

```
Integer[] getTrafficIPTime(
   String[] traffic_ip_addresses
)
```

### getTrafficIPs()

Gets the list of Traffic IP addresses configured.

```
String[] getTrafficIPs()
```

### getUniSessionCacheEntries()

The total number of universal sessions stored in the cache.

```
Integer getUniSessionCacheEntries()
```

### getUniSessionCacheEntriesMax()

The maximum number of universal sessions in the cache.

```
Integer getUniSessionCacheEntriesMax()
```

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### getUniSessionCacheHitRate()

The percentage of universal session lookups that succeeded.

```
Integer getUniSessionCacheHitRate()
```

### getUniSessionCacheHits()

Number of times a universal session entry has been successfully found in the cache.

```
Integer getUniSessionCacheHits()
```

### getUniSessionCacheLookups()

Number of times a universal session entry has been looked up in the cache.

```
Integer getUniSessionCacheLookups()
```

### getUniSessionCacheMisses()

Number of times a universal session entry has not been available in the cache.

```
Integer getUniSessionCacheMisses()
```

### getUniSessionCacheOldest()

The age of the oldest universal session in the cache (in seconds).

```
Integer getUniSessionCacheOldest()
```

### getUpTime()

The time (in hundredths of a second) that vTM software has been operational for (this value will wrap if it has been running for more than 497 days).

```
Integer getUpTime()
```

### getUserCounter64Value( names ) throws InvalidInput, InvalidObjectName

The value of the 64-bit user counter, for each of the named UserCounter64s.

```
Long[] getUserCounter64Value(
   String[] names
)
```

### getUserCounter64s()

Gets the list of 64-bit User counters configured.

```
String[] getUserCounter64s()
```

### getUserCounterNumber()

The number of user defined counters.

```
Integer getUserCounterNumber()
```


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### getUserCounterValue( names ) throws InvalidInput, InvalidObjectName

The value of the user counter, for each of the named UserCounters.

```
Integer[] getUserCounterValue(
   String[] names
)
```

### getUserCounters()

Gets the list of User counters configured.

```
String[] getUserCounters()
```

### getVirtualserverAuthSamlRedirects( names ) throws InvalidInput, InvalidObjectName

Number of times a user agent was redirected to SAML Identity Provider, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSamlRedirects(
   String[] names
)
```

### getVirtualserverAuthSamlResponses( names ) throws InvalidInput, InvalidObjectName

Number of times a SAML Response was processed, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSamlResponses(
   String[] names
)
```

### getVirtualserverAuthSamlResponsesAccepted( names ) throws InvalidInput, InvalidObjectName

Number of times a SAML Response was accepted, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSamlResponsesAccepted(
   String[] names
)
```

### getVirtualserverAuthSamlResponsesRejected( names ) throws InvalidInput, InvalidObjectName

Number of times a SAML Response was rejected, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSamlResponsesRejected(
   String[] names
)
```

### getVirtualserverAuthSessionsCreated( names ) throws InvalidInput, InvalidObjectName

Number of times an authentication session was created, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSessionsCreated(
   String[] names
)
```

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### getVirtualserverAuthSessionsRejected( names ) throws InvalidInput, InvalidObjectName

Number of times an authentication session was rejected, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSessionsRejected(
   String[] names
)
```

### getVirtualserverAuthSessionsUsed( names ) throws InvalidInput, InvalidObjectName

Number of times an authentication session was used, for each of the named Virtualservers.

```
Long[] getVirtualserverAuthSessionsUsed(
   String[] names
)
```

### getVirtualserverBwLimitBytesDrop( names ) throws InvalidInput, InvalidObjectName

Number of bytes dropped by this virtual server due to BW Limits, for each of the named Virtualservers. (obsolete)

```
Long[] getVirtualserverBwLimitBytesDrop(
   String[] names
)
```

### getVirtualserverBwLimitPktsDrop( names ) throws InvalidInput, InvalidObjectName

Number of packets dropped by this virtual server due to BW Limits, for each of the named Virtualservers. (obsolete)

```
Long[] getVirtualserverBwLimitPktsDrop(
   String[] names
)
```

### getVirtualserverBytesIn( names ) throws InvalidInput, InvalidObjectName

Bytes received by this virtual server from clients, for each of the named Virtualservers.

```
Long[] getVirtualserverBytesIn(
   String[] names
)
```

### getVirtualserverBytesOut( names ) throws InvalidInput, InvalidObjectName

Bytes sent by this virtual server to clients, for each of the named Virtualservers.

```
Long[] getVirtualserverBytesOut(
   String[] names
)
```

### getVirtualserverCertStatusRequests( names )

Number of incoming TLS handshakes for this virtual server with certificate status requests, for each of the named Virtualservers.

```
Integer[] getVirtualserverCertStatusRequests(
```


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```
   String[] names
)
```

### getVirtualserverCertStatusResponses( names )

Number of incoming TLS handshakes for this virtual server to which certificate status responses were attached, for each of the named Virtualservers.

```
Integer[] getVirtualserverCertStatusResponses(
   String[] names
)
```

### getVirtualserverConnectTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'connect_timeout' interval was exceeded, for each of the named Virtualservers.

```
Integer[] getVirtualserverConnectTimedOut(
   String[] names
)
```

### getVirtualserverConnectionErrors( names )

Number of transaction or protocol errors in this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverConnectionErrors(
   String[] names
)
```

### getVirtualserverConnectionFailures( names )

Number of connection failures in this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverConnectionFailures(
   String[] names
)
```

### getVirtualserverCurrentConn( names ) throws InvalidInput, InvalidObjectName

TCP connections currently established to this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverCurrentConn(
   String[] names
)
```

### getVirtualserverDataTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'timeout' interval was exceeded, for each of the named Virtualservers.

```
Integer[] getVirtualserverDataTimedOut(
   String[] names
)
```

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### getVirtualserverDirectReplies( names ) throws InvalidInput, InvalidObjectName

Direct replies from this virtual server, without forwarding to a node, for each of the named Virtualservers.

```
Integer[] getVirtualserverDirectReplies(
   String[] names
)
```

### getVirtualserverDiscard( names ) throws InvalidInput, InvalidObjectName

Connections discarded by this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverDiscard(
   String[] names
)
```

### getVirtualserverGzip( names ) throws InvalidInput, InvalidObjectName

Responses which have been compressed by content compression, for each of the named Virtualservers.

```
Integer[] getVirtualserverGzip(
   String[] names
)
```

### getVirtualserverGzipBytesSaved( names ) throws InvalidInput, InvalidObjectName

Bytes of network traffic saved by content compression, for each of the named Virtualservers.

```
Long[] getVirtualserverGzipBytesSaved(
   String[] names
)
```

### getVirtualserverHTTP1xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 1xx responses returned by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTP1xxResponses(
   String[] names
)
```

### getVirtualserverHTTP2xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 2xx responses returned by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTP2xxResponses(
   String[] names
)
```

### getVirtualserverHTTP3xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 3xx responses returned by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTP3xxResponses(
   String[] names
)
```


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### getVirtualserverHTTP4xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 4xx responses returned by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTP4xxResponses(
   String[] names
)
```

### getVirtualserverHTTP5xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 5xx responses returned by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTP5xxResponses(
   String[] names
)
```

### getVirtualserverHTTPCache2xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 2xx responses returned from webcache by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPCache2xxResponses(
   String[] names
)
```

### getVirtualserverHTTPCache3xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 3xx responses returned from webcache by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPCache3xxResponses(
   String[] names
)
```

### getVirtualserverHTTPCache4xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 4xx responses returned from webcache by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPCache4xxResponses(
   String[] names
)
```

### getVirtualserverHTTPCache5xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 5xx responses returned from webcache by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPCache5xxResponses(
   String[] names
)
```

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### getVirtualserverHTTPGenerated2xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 2xx responses generated by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPGenerated2xxResponses(
   String[] names
)
```

### getVirtualserverHTTPGenerated3xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 3xx responses generated by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPGenerated3xxResponses(
   String[] names
)
```

### getVirtualserverHTTPGenerated4xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 4xx responses generated by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPGenerated4xxResponses(
   String[] names
)
```

### getVirtualserverHTTPGenerated5xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 5xx responses generated by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPGenerated5xxResponses(
   String[] names
)
```

### getVirtualserverHTTPServer1xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 1xx responses returned from a backend server or TrafficScript rule by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPServer1xxResponses(
   String[] names
)
```

### getVirtualserverHTTPServer2xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 2xx responses returned from a backend server or TrafficScript rule by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPServer2xxResponses(
   String[] names
)
```


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### getVirtualserverHTTPServer3xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 3xx responses returned from a backend server or TrafficScript rule by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPServer3xxResponses(
   String[] names
)
```

### getVirtualserverHTTPServer4xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 4xx responses returned from a backend server or TrafficScript rule by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPServer4xxResponses(
   String[] names
)
```

### getVirtualserverHTTPServer5xxResponses( names ) throws InvalidInput, InvalidObjectName

Number of HTTP 5xx responses returned from a backend server or TrafficScript rule by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverHTTPServer5xxResponses(
   String[] names
)
```

### getVirtualserverHttpCacheHitRate( names ) throws InvalidInput, InvalidObjectName

Percentage hit rate of the web cache for this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverHttpCacheHitRate(
   String[] names
)
```

### getVirtualserverHttpCacheHits( names ) throws InvalidInput, InvalidObjectName

HTTP responses sent directly from the web cache by this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverHttpCacheHits(
   String[] names
)
```

### getVirtualserverHttpCacheLookups( names ) throws InvalidInput, InvalidObjectName

HTTP requests that are looked up in the web cache by this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverHttpCacheLookups(
   String[] names
)
```

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### getVirtualserverHttpRewriteCookie( names ) throws InvalidInput, InvalidObjectName

HTTP Set-Cookie headers, supplied by a node, that have been rewritten, for each of the named Virtualservers.

```
Integer[] getVirtualserverHttpRewriteCookie(
   String[] names
)
```

### getVirtualserverHttpRewriteLocation( names ) throws InvalidInput, InvalidObjectName

HTTP Location headers, supplied by a node, that have been rewritten, for each of the named Virtualservers.

```
Integer[] getVirtualserverHttpRewriteLocation(
   String[] names
)
```

### getVirtualserverKeepaliveTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'keepalive_timeout' interval was exceeded, for each of the named Virtualservers.

```
Integer[] getVirtualserverKeepaliveTimedOut(
   String[] names
)
```

### getVirtualserverL4TCPConnectResets( names ) throws InvalidInput, InvalidObjectName

Number of TCP connections reset by this virtual server because the forward traffic cannot be processed, for each of the named Virtualservers. (obsolete)

```
Integer[] getVirtualserverL4TCPConnectResets(
   String[] names
)
```

### getVirtualserverL4UDPUnreachables( names ) throws InvalidInput, InvalidObjectName

Number of ICMP error responses sent to the client by this virtual server because the forward traffic cannot be processed, for each of the named Virtualservers. (obsolete)

```
Integer[] getVirtualserverL4UDPUnreachables(
   String[] names
)
```

### getVirtualserverMaxConn( names ) throws InvalidInput, InvalidObjectName

Maximum number of simultaneous TCP connections this virtual server has processed at any one time, for each of the named Virtualservers.

```
Integer[] getVirtualserverMaxConn(
   String[] names
)
```


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### getVirtualserverMaxDurationTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'max_transaction_duration' interval was exceeded, for each of the named Virtualservers.

```
Integer[] getVirtualserverMaxDurationTimedOut(
   String[] names
)
```

### getVirtualserverNumber()

The number of virtual servers.

```
Integer getVirtualserverNumber()
```

### getVirtualserverPktsIn( names ) throws InvalidInput, InvalidObjectName

Packets received by this virtual server from clients, for each of the named Virtualservers. (obsolete)

```
Long[] getVirtualserverPktsIn(
   String[] names
)
```

### getVirtualserverPktsOut( names ) throws InvalidInput, InvalidObjectName

Packets sent by this virtual server to clients, for each of the named Virtualservers. (obsolete)

```
Long[] getVirtualserverPktsOut(
   String[] names
)
```

### getVirtualserverPort( names ) throws InvalidInput, InvalidObjectName

The port the virtual server listens on, for each of the named Virtualservers.

```
Integer[] getVirtualserverPort(
   String[] names
)
```

### getVirtualserverProcessingTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'timeout' interval was exceeded while waiting for rules or external processing, for each of the named Virtualservers.

```
Integer[] getVirtualserverProcessingTimedOut(
   String[] names
)
```

### getVirtualserverProtocol( names ) throws InvalidInput, InvalidObjectName

The protocol the virtual server is operating, for each of the named Virtualservers.

```
System.Stats.VirtualserverProtocol[] getVirtualserverProtocol(
   String[] names
)
```

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### getVirtualserverSIPRejectedRequests( names ) throws InvalidInput, InvalidObjectName

Number of SIP requests rejected due to them exceeding the maximum amount of memory allocated to the connection, for each of the named Virtualservers.

```
Integer[] getVirtualserverSIPRejectedRequests(
   String[] names
)
```

### getVirtualserverSIPTotalCalls( names ) throws InvalidInput, InvalidObjectName

Total number of SIP INVITE requests seen by this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverSIPTotalCalls(
   String[] names
)
```

### getVirtualserverSslCacheLookup( names ) throws InvalidInput, InvalidObjectName

Number of times a lookup for an existing SSL session was performed, for each of the named Virtualservers.

```
Long[] getVirtualserverSslCacheLookup(
   String[] names
)
```

### getVirtualserverSslCacheMiss( names ) throws InvalidInput, InvalidObjectName

Number of times a lookup failed to find an existing SSL session, for each of the named Virtualservers.

```
Long[] getVirtualserverSslCacheMiss(
   String[] names
)
```

### getVirtualserverSslCacheRejected( names ) throws InvalidInput, InvalidObjectName

Number of times an SSL session was found in the cache but rejected and not resumed, for each of the named Virtualservers.

```
Long[] getVirtualserverSslCacheRejected(
   String[] names
)
```

### getVirtualserverSslCacheResumed( names ) throws InvalidInput, InvalidObjectName

Number of times an SSL session was resumed from the cache, for each of the named Virtualservers.

```
Long[] getVirtualserverSslCacheResumed(
   String[] names
)
```

### getVirtualserverSslCacheSaved( names ) throws InvalidInput, InvalidObjectName

Number of times an SSL session was saved to the cache, for each of the named Virtualservers.

```
Long[] getVirtualserverSslCacheSaved(
   String[] names
```


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```
)
```

### getVirtualserverSslHelloRetryRequested( names ) throws InvalidInput, InvalidObjectName

Number of times a HelloRetryRequest message was sent to TLS clients, for each of the named Virtualservers.

```
Long[] getVirtualserverSslHelloRetryRequested(
   String[] names
)
```

### getVirtualserverSslNewSession( names ) throws InvalidInput, InvalidObjectName

Number of times a new SSL session was created, for each of the named Virtualservers.

```
Long[] getVirtualserverSslNewSession(
   String[] names
)
```

### getVirtualserverSslTicketExpired( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets that were rejected because they had expired, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketExpired(
   String[] names
)
```

### getVirtualserverSslTicketIssued( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets that were issued to clients, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketIssued(
   String[] names
)
```

### getVirtualserverSslTicketKeyNotFound( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets that could not be decrypted because the ticket key they referenced could not be found, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketKeyNotFound(
   String[] names
)
```

### getVirtualserverSslTicketReceived( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets received, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketReceived(
   String[] names
)
```

### getVirtualserverSslTicketRejected( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets that were rejected for a reason other than because they had expired, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketRejected(
   String[] names
)
```

### getVirtualserverSslTicketResumed( names ) throws InvalidInput, InvalidObjectName

Number of SSL session tickets that were successfully used to resume a session, for each of the named Virtualservers.

```
Long[] getVirtualserverSslTicketResumed(
   String[] names
)
```

### getVirtualserverTotalConn( names ) throws InvalidInput, InvalidObjectName

Requests received by this virtual server, for each of the named Virtualservers. (obsolete)

```
Integer[] getVirtualserverTotalConn(
   String[] names
)
```

### getVirtualserverTotalDgram( names ) throws InvalidInput, InvalidObjectName

UDP datagrams processed by this virtual server, for each of the named Virtualservers.

```
Integer[] getVirtualserverTotalDgram(
   String[] names
)
```

### getVirtualserverTotalHTTP1Requests( names ) throws InvalidInput, InvalidObjectName

HTTP/1.x Requests received by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverTotalHTTP1Requests(
   String[] names
)
```

### getVirtualserverTotalHTTP2Requests( names ) throws InvalidInput, InvalidObjectName

HTTP/2 Requests received by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverTotalHTTP2Requests(
   String[] names
)
```

### getVirtualserverTotalHTTPRequests( names ) throws InvalidInput, InvalidObjectName

HTTP Requests received by this virtual server, for each of the named Virtualservers.

```
Long[] getVirtualserverTotalHTTPRequests(
   String[] names
)
```

### getVirtualserverTotalRequests( names ) throws InvalidInput, InvalidObjectName

Requests received by this virtual server, for each of the named Virtualservers.


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```
Long[] getVirtualserverTotalRequests(
   String[] names
)
```

### getVirtualserverUdpTimedOut( names ) throws InvalidInput, InvalidObjectName

Connections closed by this virtual server because the 'udp_timeout' interval was exceeded, for each of the named Virtualservers.

```
Integer[] getVirtualserverUdpTimedOut(
   String[] names
)
```

### getVirtualservers()

Gets the list of Virtual Servers configured and enabled.

```
String[] getVirtualservers()
```

### getWebCacheEntries()

The number of items in the web cache.

```
Integer getWebCacheEntries()
```

### getWebCacheHitRate()

The percentage of web cache lookups that succeeded.

```
Integer getWebCacheHitRate()
```

### getWebCacheHits()

Number of times a page has been successfully found in the web cache.

```
Long getWebCacheHits()
```

### getWebCacheLookups()

Number of times a page has been looked up in the web cache.

```
Long getWebCacheLookups()
```

### getWebCacheMaxEntries()

The maximum number of items in the web cache.

```
Integer getWebCacheMaxEntries()
```

### getWebCacheMemMaximum()

The maximum amount of memory the web cache can use in kilobytes.

```
Integer getWebCacheMemMaximum()
```

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### getWebCacheMemUsed()

Total memory used by the web cache in kilobytes.

```
Integer getWebCacheMemUsed()
```

### getWebCacheMisses()

Number of times a page has not been found in the web cache.

```
Long getWebCacheMisses()
```

### getWebCacheOldest()

The age of the oldest item in the web cache (in seconds).

```
Integer getWebCacheOldest()
```

### getWebCacheURLStoreAllocated()

Amount of allocated space in the web cache URL store.

```
Long getWebCacheURLStoreAllocated()
```

### getWebCacheURLStoreFree()

Amount of free space in the web cache URL store.

```
Long getWebCacheURLStoreFree()
```

### getWebCacheURLStoreSize()

Total amount of space in the web cache URL store.

```
Long getWebCacheURLStoreSize()
```

### getWebCacheURLStoreTotalAllocations()

Total number of allocations for the web cache URL store.

```
Long getWebCacheURLStoreTotalAllocations()
```

### getWebCacheURLStoreTotalFailures()

Total number of allocation failures for the web cache URL store.

```
Long getWebCacheURLStoreTotalFailures()
```

### getWebCacheURLStoreTotalFrees()

Total number of blocks freed in the web cache URL store.

```
Long getWebCacheURLStoreTotalFrees()
```

### getZxtmNumber()

The number of traffic managers in the cluster.


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```
Integer getZxtmNumber()
```

## Structures

### System.Stats.Node

Represents a Node object.

```
struct System.Stats.Node  {
   # The IPv4 or IPv6 address of this node.
   String Address;

   # The port this node listens on.
   Integer Port;
}
```

### System.Stats.PerLocationService

Represents a PerLocationService object.

```
struct System.Stats.PerLocationService  {
   # The name of the location.
   String LocationName;

   # The name of the GLB Service.
   String Name;
}
```

### System.Stats.PerNodeServiceLevel

Represents a PerNodeServiceLevel object.

```
struct System.Stats.PerNodeServiceLevel  {
   # The name of the SLM class.
   String SLMName;

   # The IP address of this node.
   String NodeAddress;

   # The port number of this node.
   Integer NodePort;
}
```

### System.Stats.PerPoolNode

Represents a PerPoolNode object.

```
struct System.Stats.PerPoolNode  {
   # The name of the pool that this node belongs to.
   String PoolName;

   # The IPv4 or IPv6 address of this node.
   String NodeAddress;

   # The port that this node listens on.
```

```
   Integer NodePort;
}
```

## Enumerations

### System.Stats.NodeState

```
enum System.Stats.NodeState {
   alive,

   dead,

   unknown
}
```

### System.Stats.PerLocationServiceDraining

```
enum System.Stats.PerLocationServiceDraining {
   draining,

   active
}
```

### System.Stats.PerLocationServiceFrontendState

```
enum System.Stats.PerLocationServiceFrontendState {
   alive,

   dead
}
```

### System.Stats.PerLocationServiceMonitorState

```
enum System.Stats.PerLocationServiceMonitorState {
   alive,

   dead
}
```

### System.Stats.PerLocationServiceState

```
enum System.Stats.PerLocationServiceState {
   alive,

   dead
}
```

### System.Stats.PerPoolNodeState

```
enum System.Stats.PerPoolNodeState {
   alive,

   dead,

   unknown,
```


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```
   draining,

   drainingtodelete
}
```

## System.Stats.PoolAlgorithm

```
enum System.Stats.PoolAlgorithm {
   roundrobin,

   weightedRoundRobin,

   perceptive,

   leastConnections,

   fastestResponseTime,

   random,

   weightedLeastConnections
}
```

## System.Stats.PoolPersistence

```
enum System.Stats.PoolPersistence {
   none,

   ip,

   rule,

   transparent,

   applicationCookie,

   xZeusBackend,

   ssl
}
```

## System.Stats.PoolState

```
enum System.Stats.PoolState {
   active,

   disabled,

   draining,

   unused,

   unknown
}
```

## System.Stats.ServiceLevelIsOK

```
enum System.Stats.ServiceLevelIsOK {
   notok,

   ok
}
```

## System.Stats.TrafficIPState

```
enum System.Stats.TrafficIPState {
   raised,

   lowered
}
```

## System.Stats.VirtualserverProtocol

```
enum System.Stats.VirtualserverProtocol {
   http,

   https,

   ftp,

   imaps,

   imapv2,

   imapv3,

   imapv4,

   pop3,

   pop3s,

   smtp,

   ldap,

   ldaps,

   telnet,

   sslforwarding,

   udpstreaming,

   udp,

   dns,

   genericserverfirst,
```


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```
   genericclientfirst,

   dnstcp,

   sipudp,

   siptcp,

   rtsp,

   stream,

   l4acceltcp,

   l4acceludp,

   l4accelgeneric,

   l4accelstateless
}
```

## System.Management

URI: http://soap.zeus.com/zxtm/1.0/System/Management/

The System.Management interface provides methods to manage the traffic manager and the system, such as restarting the software.

### Methods

#### rebootSystem()

Perform a system reboot.

```
void rebootSystem()
```

#### regenerateUUID() throws DeploymentError

Regenerate the UUID of this traffic manager.

```
String regenerateUUID()
```

#### restartAFM() throws InvalidOperation, LicenseError

Restart the Pulse Secure Web Application Firewall on all machines. Any connections currently using Pulse Secure WAF will be aborted.

```
void restartAFM()
```

#### restartJava()

Restart the Java Extension support. Any connections currently using a Java Extension will be aborted.

```
void restartJava()
```

### restartTrafficManager()

Restarts the traffic manager software. Any connections currently being handled will be aborted.

```
void restartTrafficManager()
```

### shutdownSystem()

Perform a system shutdown.

```
void shutdownSystem()
```

## AFM

URI: http://soap.zeus.com/zxtm/1.0/AFM/

The AFM interface allows management of the Pulse Secure Web Application Firewall.

## Methods

### disable() throws InvalidOperation, LicenseError

Disables the Pulse Secure Web Application Firewall on the traffic manager.

```
void disable()
```

### enable() throws InvalidOperation, LicenseError

Enables the Pulse Secure Web Application Firewall on the traffic manager.

```
void enable()
```

### getAdminInternalRESTPort() throws InvalidOperation

Get the Web Application Firewall Internal REST API port, this port should not be accessed directly.

```
Integer getAdminInternalRESTPort()
```

### getAdminMasterPort() throws InvalidOperation

Get the Web Application Firewall XML Master port, this port is used on all IP addresses.

```
Integer getAdminMasterPort()
```

### getAdminServerPort() throws InvalidOperation

Get the Web Application Firewall Administration Server port, this port is open only on localhost.

```
Integer getAdminServerPort()
```

### getAdminSlavePort() throws InvalidOperation

Get the Web Application Firewall XML Slave port, this port is used on all IP addresses.


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```
Integer getAdminSlavePort()
```

### getClusterState()

Get state data for the Pulse Secure Web Application Firewall across all machines in the cluster.

```
AFM.State[] getClusterState()
```

### getDeciderBasePort() throws InvalidOperation

Get the port to which the Enforcer rule should send traffic so it can be distributed between the decider processes.

```
Unsigned Integer getDeciderBasePort()
```

### getDeciderServerBasePort() throws InvalidOperation

Get the base port from which the Web Application Firewall decider processes should run. Ports will be used sequentially above this for each additional decider process that runs.

```
Integer getDeciderServerBasePort()
```

### getInternalDeciderBasePort() throws InvalidOperation

Get the Web Application Firewall internal decider communication base port. The Web Application Firewall will use ports sequentially above this for internal communication. These ports are bound only to localhost.

```
Integer getInternalDeciderBasePort()
```

### getNumberOfDeciders() throws InvalidOperation

Get the number of decider processes

```
Integer getNumberOfDeciders()
```

### getUpdateExternControlCenterPort() throws InvalidOperation

Get the Web Application Firewall Updater External Control Center port, this port is used on all IP addresses.

```
Integer getUpdateExternControlCenterPort()
```

### getUpdateGUIBackendPort() throws InvalidOperation

Get the Web Application Firewall Updater GUI Backend port, this port is used on all IP addresses.

```
Integer getUpdateGUIBackendPort()
```

### getUpdateGUIServerPort() throws InvalidOperation

Get the Web Application Firewall Updater GUI Server port, this port is used on all IP addresses.

```
Integer getUpdateGUIServerPort()
```

### getUpdaterPort() throws InvalidOperation

Get the Application Firewall Updater Slave port, this port is used on all IP addresses.

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```
Unsigned Integer getUpdaterPort()
```

### getVersion()

Get the version of the Pulse Secure Web Application Firewall installed on the traffic manager. Returns an empty string if Pulse Secure WAF is not installed.

```
String getVersion()
```

### setAdminInternalRESTPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall Internal REST API port, this port should not be accessed directly.

```
void setAdminInternalRESTPort(
   Integer port
)
```

### setAdminMasterPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall XML Master port, this port is used on all IP addresses.

```
void setAdminMasterPort(
   Integer port
)
```

### setAdminServerPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall Administration Server port, this port is open only on localhost.

```
void setAdminServerPort(
   Integer port
)
```

### setAdminSlavePort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall XML Slave port, this port is used on all IP addresses.

```
void setAdminSlavePort(
   Integer port
)
```

### setDeciderBasePort( value ) throws InvalidOperation, InvalidInput

Set the port to which the Enforcer rule should send traffic so it can be distributed between the decider processes.

```
void setDeciderBasePort(
   Unsigned Integer value
)
```

### setDeciderServerBasePort( port ) throws InvalidOperation, InvalidInput

Set the base port from which the Web Application Firewall decider processes should run. Ports will be used sequentially above this for each additional decider process that runs.

```
void setDeciderServerBasePort(
```


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```
   Integer port
)
```

### setInternalDeciderBasePort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall internal decider communication base port. The Web Application Firewall will use ports sequentially above this for internal communication. These ports are bound only to localhost.

```
void setInternalDeciderBasePort(
   Integer port
)
```

### setNumberOfDeciders( deciders ) throws InvalidOperation, InvalidInput

Set the number of decider processes

```
void setNumberOfDeciders(
   Integer deciders
)
```

### setUpdateExternControlCenterPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall Updater External Control Center port, this port is used on all IP addresses.

```
void setUpdateExternControlCenterPort(
   Integer port
)
```

### setUpdateGUIBackendPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall Updater GUI Backend port, this port is used on all IP addresses.

```
void setUpdateGUIBackendPort(
   Integer port
)
```

### setUpdateGUIServerPort( port ) throws InvalidOperation, InvalidInput

Set the Web Application Firewall Updater GUI Server port, this port is used on all IP addresses.

```
void setUpdateGUIServerPort(
   Integer port
)
```

### setUpdaterPort( value ) throws InvalidOperation, InvalidInput

Set the Application Firewall Updater Slave port, this port is used on all IP addresses.

```
void setUpdaterPort(
   Unsigned Integer value
)
```

### uninstall() throws InvalidOperation

Uninstalls the Pulse Secure Web Application Firewall on the traffic manager.

```
void uninstall()
```

## Structures

### AFM.BasicStatus

Contains basic Pulse Secure Web Application Firewall runtime status information.

```
struct AFM.BasicStatus  {
   # Whether or not Pulse Secure WAF is installed.
   String installed;

   # Whether or not Pulse Secure WAF is running.
   String running;

   # The version of Pulse Secure WAF installed.
   String version;

   # Whether or not the machine is clustered with the local Pulse Secure WAF.
   String clustered;
}
```

### AFM.ClusterStatus

Contains a Pulse Secure Web Application Firewall state message.

```
struct AFM.ClusterStatus  {
   # Cluster member this status is for.
   String member;

   # Status of the cluster member.
   String status;
}
```

### AFM.State

Contains status information about a Pulse Secure Web Application Firewall installation.

```
struct AFM.State  {
   # Name of the machine this information is from.
   String machine;

   # Describes the basic runtime status of Pulse Secure WAF on a machine.
   AFM.BasicStatus basicstatus;

   # State messages from the Pulse Secure WAF on the machine.
   AFM.StateMessage[] messages;

   # Statuses for all Pulse Secure WAF instances in the cluster.
   AFM.ClusterStatus[] cluster;

   # Strings describing any general errors relating to Pulse Secure WAF.
   String[] errors;
}
```


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### AFM.StateMessage

Contains a Pulse Secure Web Application Firewall state message.

```
struct AFM.StateMessage  {
   # State for this message, either OK or ERROR.
   String state;

   # Message describing the reason for the state.
   String message;
}
```

## Location

URI: http://soap.zeus.com/zxtm/1.0/Location/

The Location interface allows management of traffic manager locations. Using this interface, you can create, delete and rename Locations, and manage their configuration.

## Methods

### addLocation( locations, info ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidInput, DeploymentError, LicenseError, InvalidOperation

Adds locations. Configuration for the new locations will be based on the specified locations

```
void addLocation(
   String[] locations
   Location.TypeInfo[] info
)
```

### deleteLocation( locations ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, LicenseError

Delete the named Location.

```
void deleteLocation(
   String[] locations
)
```

### disable( location ) throws InvalidInput, ObjectDoesNotExist, LicenseError

Disable support for configuration locations, setting all configuration values to those for the specified location.

```
void disable(
   String location
)
```

### enable() throws LicenseError, InvalidOperation

Enable support for configuration locations.

```
void enable()
```

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### getCoordinates( locations ) throws ObjectDoesNotExist, LicenseError, InvalidOperation

Get the coordinates for the named locations.

```
Location.Coordinates[] getCoordinates(
   String[] locations
)
```

### getLocations()

Get the names of all the configured locations.

```
String[] getLocations()
```

### getNote( locations ) throws ObjectDoesNotExist, LicenseError, InvalidOperation

Get the note for each of the named locations

```
String[] getNote(
   String[] locations
)
```

### getTrafficManagerLocation( traffic_managers ) throws ObjectDoesNotExist, LicenseError

Gets the location that the named traffic managers are in.

```
String[] getTrafficManagerLocation(
   String[] traffic_managers
)
```

### getType( locations ) throws ObjectDoesNotExist, LicenseError, InvalidOperation

Gets a location's type, either config or glb. GLB locations contain no traffic managers, and are only used for global load balancing.

```
String[] getType(
   String[] locations
)
```

### renameLocation( locations, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName, DeploymentError, LicenseError

Rename the named Locations.

```
void renameLocation(
   String[] locations
   String[] new_names
)
```

### setCoordinates( locations, coordinates ) throws ObjectDoesNotExist, DeploymentError, LicenseError, InvalidOperation

Set the coordinates for the named locations. Coordinates are only needed for global load balancing.

```
void setCoordinates(
   String[] locations
```


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```
   Location.Coordinates[] coordinates
)
```

### setNote( locations, values ) throws ObjectDoesNotExist, DeploymentError, LicenseError, InvalidOperation

Set the note for each of the named locations

```
void setNote(
   String[] locations
   String[] values
)
```

### setTrafficManagerLocation( traffic_managers, locations ) throws ObjectDoesNotExist, LicenseError, DeploymentError, InvalidOperation

Sets the location that the named traffic managers are in.

```
void setTrafficManagerLocation(
   String[] traffic_managers
   String[] locations
)
```

### setType( locations, type_info ) throws ObjectInUse, ObjectDoesNotExist, LicenseError, InvalidInput, InvalidOperation

Sets a location's type, either config or glb. GLB locations contain no traffic managers, and are only used for global load balancing.

```
void setType(
   String[] locations
   Location.TypeInfo[] type_info
)
```

## Structures

### Location.Coordinates

This structure contains the co-ordinates for a location.

```
struct Location.Coordinates  {
   # The longitude of the location.
   Double longitude;

   # The latitude of the location.
   Double latitude;
}
```

### Location.TypeInfo

This structure contains information required when adding a location.

```
struct Location.TypeInfo  {
   # Location type, either config or glb. GLB locations don't contain any
```

```
   # traffic managers and are used for global load balancing.
   String type;

   # If the location isn't of type GLB, this is the location that the
   # configuration will be be based on initially
   String based_on;
}
```

## Users

URI: http://soap.zeus.com/zxtm/1.0/Users/

The Users interface allows management of users of Pulse Secure Virtual Traffic Manager. Using this interface, you can create and delete users, assign them to permission groups and manage their configuration.

### Methods

#### addUser( user, password, group ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidInput

Add a new local user to Pulse Secure Virtual Traffic Manager.

```
void addUser(
   String user
   String password
   String group
)
```

#### changePassword( user, newPassword ) throws ObjectDoesNotExist, InvalidInput

Change password for a given user.

```
void changePassword(
   String user
   String newPassword
)
```

#### deleteUser( user ) throws ObjectDoesNotExist, DeploymentError

Delete a local user from Pulse Secure Virtual Traffic Manager.

```
void deleteUser(
   String user
)
```

#### listGroups()

List all groups of Pulse Secure Virtual Traffic Manager.

```
String[] listGroups()
```


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### listUsers()

List all users of Pulse Secure Virtual Traffic Manager.

```
String[] listUsers()
```

## GLB.Service

URI: http://soap.zeus.com/zxtm/1.0/GLB/Service/

The GLB.Service interface allows management of Global Load Balancing Services. Using this interface, you can create, delete and rename pool objects, and manage their configuration.

## Methods

### addDNSSECMappings( names, mappings ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add a set of DNSSEC domain to key mappings to the GLB services specified.

```
void addDNSSECMappings(
   String[] names
   GLB.Service.DNSSECMapping[][] mappings
)
```

### addDomains( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

For each named GLB service, add new DNS domain names to the list of domains to load balance

```
void addDomains(
   String[] names
   String[][] values
)
```

### addDraining( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add the list of locations that are draining for this service.

```
void addDraining(
   String[] names
   String[][] values
)
```

### addGLBService( names, domains ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidInput, LicenseError

Add each of the named GLB Services, using the domain lists for each.

```
void addGLBService(
   String[] names
   String[][] domains
```

```
)
```

### addLastResortResponse( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add Last Resort Response.

```
void addLastResortResponse(
   String[] names
   String[][] values
)
```

### addLocalIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

This method is now deprecated and is replaced by addServiceIPAddresses

```
void addLocalIPAddresses(
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

### addLocations( names, locations ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add new locations to each of the named GLB services.

```
void addLocations(
   String[] names
   String[][] locations
)
```

### addMonitors( names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add Monitors to the named GLB Services

```
void addMonitors(
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```

### addMonitorsByLocation( location, names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add Monitors to the named GLB Services This is a location specific function, any action will operate on the specified location.

```
void addMonitorsByLocation(
   String location
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```


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### addRules( names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add new rules to be run on DNS packets for each of the named GLB services. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in.

```
void addRules(
   String[] names
   GLB.Service.Rule[][] rules
)
```

### addRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add new rules to be run on DNS packets for each of the named GLB services. New rules are run after existing rules. If any of the rules are already configured to run, then they are enabled and flags are set to the values passed in. This is a location specific function, any action will operate on the specified location.

```
void addRulesByLocation(
   String location
   String[] names
   GLB.Service.Rule[][] rules
)
```

### addServiceIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add Service IP addresses to the named GLB Services

```
void addServiceIPAddresses(
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

### deleteGLBService( names ) throws ObjectDoesNotExist, DeploymentError

Delete each of the named GLB Services.

```
void deleteGLBService(
   String[] names
)
```

### getAlgorithm( names ) throws ObjectDoesNotExist, LicenseError

Get the load balancing algorithm to use.

```
GLB.Service.Algorithm[] getAlgorithm(
   String[] names
)
```

### getAllMonitorsNeeded( names ) throws ObjectDoesNotExist, LicenseError

Get whether all monitors assigned to a location need to report success in order for it to be considered healthy.

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```
Boolean[] getAllMonitorsNeeded(
   String[] names
)
```

### getAutoFailback( names ) throws ObjectDoesNotExist, LicenseError

Get whether automatic failback mode is enabled.

```
Boolean[] getAutoFailback(
   String[] names
)
```

### getAutoRecovery( names ) throws ObjectDoesNotExist, LicenseError

Get whether automatic recovery of the last location to fail is enabled.

```
Boolean[] getAutoRecovery(
   String[] names
)
```

### getDNSSECMappings( names ) throws ObjectDoesNotExist, LicenseError

Get the load for the named GLB Services

```
GLB.Service.DNSSECMapping[][] getDNSSECMappings(
   String[] names
)
```

### getDisableOnFailure( names ) throws ObjectDoesNotExist, LicenseError

Get whether "Disable on Failure" mode is enabled.

```
Boolean[] getDisableOnFailure(
   String[] names
)
```

### getDomains( names ) throws ObjectDoesNotExist, LicenseError

Get the list of domain names to load balance, for each of the named GLB services

```
String[][] getDomains(
   String[] names
)
```

### getDraining( names ) throws ObjectDoesNotExist, LicenseError

Get the list of locations that are draining for this service.

```
String[][] getDraining(
   String[] names
)
```

### getEnabled( names ) throws ObjectDoesNotExist, LicenseError

Get whether we perform DNS manipulation.

```
Boolean[] getEnabled(
```


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```
   String[] names
)
```

### getGLBServiceNames()

Get the names of all of the configured GLB Services.

```
String[] getGLBServiceNames()
```

### getGeoEffect( names ) throws ObjectDoesNotExist, LicenseError

Get the influence of locality on location choice

```
Unsigned Integer[] getGeoEffect(
   String[] names
)
```

### getLastResortResponse( names ) throws ObjectDoesNotExist, LicenseError

Get Last Resort Response.

```
String[][] getLastResortResponse(
   String[] names
)
```

### getLoad( names ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Get the load for the named GLB Services

```
GLB.Service.Load[][] getLoad(
   String[] names
)
```

### getLocalIPAddresses( names ) throws ObjectDoesNotExist, LicenseError

This method is now deprecated and is replaced by getServiceIPAddresses

```
GLB.Service.LocalIPList[][] getLocalIPAddresses(
   String[] names
)
```

### getLocations( names ) throws ObjectDoesNotExist, LicenseError

Get the locations configured for the named GLB services.

```
String[][] getLocations(
   String[] names
)
```

### getLogEnabled( names ) throws ObjectDoesNotExist, LicenseError

Get whether each of the named GLB services should log each connection.

```
Boolean[] getLogEnabled(
   String[] names
)
```

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### getLogEnabledByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get whether each of the named GLB services should log each connection. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getLogEnabledByLocation(
   String location
   String[] names
)
```

### getLogFilename( names ) throws ObjectDoesNotExist, LicenseError

Get the name of the file used to store query logs, for each of the named GLB services.

```
String[] getLogFilename(
   String[] names
)
```

### getLogFilenameByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the name of the file used to store query logs, for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
String[] getLogFilenameByLocation(
   String location
   String[] names
)
```

### getLogFormat( names ) throws ObjectDoesNotExist, LicenseError

Get the log file format for each of the named GLB services.

```
String[] getLogFormat(
   String[] names
)
```

### getLogFormatByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the log file format for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
String[] getLogFormatByLocation(
   String location
   String[] names
)
```

### getMonitors( names ) throws ObjectDoesNotExist, LicenseError

Get the Monitors configured for the named GLB Services

```
GLB.Service.MonitorList[][] getMonitors(
   String[] names
)
```


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### getMonitorsByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the Monitors configured for the named GLB Services This is a location specific function, any action will operate on the specified location.

```
GLB.Service.MonitorList[][] getMonitorsByLocation(
   String location
   String[] names
)
```

### getReturnIPsOnFail( names ) throws ObjectDoesNotExist, LicenseError

Get whether to return all or no IP addresses on a complete failure

```
Boolean[] getReturnIPsOnFail(
   String[] names
)
```

### getRules( names ) throws ObjectDoesNotExist, LicenseError

Get the rules that are run on DNS packets for each of the named GLB services.

```
GLB.Service.Rule[][] getRules(
   String[] names
)
```

### getRulesByLocation( location, names ) throws ObjectDoesNotExist, LicenseError

Get the rules that are run on DNS packets for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
GLB.Service.Rule[][] getRulesByLocation(
   String location
   String[] names
)
```

### getServiceIPAddresses( names ) throws ObjectDoesNotExist, LicenseError

Get the Service IP addresses configured for the named GLB Services

```
GLB.Service.LocalIPList[][] getServiceIPAddresses(
   String[] names
)
```

### getTTL( names ) throws ObjectDoesNotExist, LicenseError

Get The TTL for the DNS resource records handled by the GLB service.

```
Integer[] getTTL(
   String[] names
)
```

### removeDNSSECMappings( names, mappings ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove the specified DNSSEC domain to key mappings.

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```
void removeDNSSECMappings(
   String[] names
   GLB.Service.DNSSECMapping[][] mappings
)
```

### removeDomains( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

For each named GLB service, remove DNS domain names from the list of domains to load balance

```
void removeDomains(
   String[] names
   String[][] values
)
```

### removeDraining( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove the list of locations that are draining for this service.

```
void removeDraining(
   String[] names
   String[][] values
)
```

### removeLastResortResponse( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove Last Resort Response.

```
void removeLastResortResponse(
   String[] names
   String[][] values
)
```

### removeLocalIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

This method is now deprecated and is replaced by removeServiceIPAddresses

```
void removeLocalIPAddresses(
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

### removeLocations( names, locations ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

For each of the named GLB services, remove locations.

```
void removeLocations(
   String[] names
   String[][] locations
)
```


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### removeMonitors( names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove Monitors from the named GLB Services

```
void removeMonitors(
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```

### removeMonitorsByLocation( location, names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove Monitors from the named GLB Services This is a location specific function, any action will operate on the specified location.

```
void removeMonitorsByLocation(
   String location
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```

### removeRules( names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

For each of the named GLB services, remove rules from the list of rules that are run on DNS packets.

```
void removeRules(
   String[] names
   String[][] rules
)
```

### removeRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

For each of the named GLB services, remove rules from the list of rules that are run on DNS packets. This is a location specific function, any action will operate on the specified location.

```
void removeRulesByLocation(
   String location
   String[] names
   String[][] rules
)
```

### removeServiceIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove Service IP addresses from the named GLB Services

```
void removeServiceIPAddresses(
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

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### renameGLBService( names, new_names ) throws ObjectDoesNotExist, InvalidInput, ObjectAlreadyExists, DeploymentError, LicenseError

Rename each of the named GLB Services.

```
void renameGLBService(
   String[] names
   String[] new_names
)
```

### setAlgorithm( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the load balancing algorithm to use.

```
void setAlgorithm(
   String[] names
   GLB.Service.Algorithm[] values
)
```

### setAllMonitorsNeeded( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether all monitors assigned to a location need to report success in order for it to be considered healthy.

```
void setAllMonitorsNeeded(
   String[] names
   Boolean[] values
)
```

### setAutoFailback( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether automatic failback mode is enabled.

```
void setAutoFailback(
   String[] names
   Boolean[] values
)
```

### setAutoRecovery( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether automatic recovery of the last location to fail is enabled.

```
void setAutoRecovery(
   String[] names
   Boolean[] values
)
```

### setDNSSECMappings( names, mappings ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the DNSSEC domain to key mappings to the GLB services specified. All previous mappings for this service will be removed.


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```
void setDNSSECMappings(
   String[] names
   GLB.Service.DNSSECMapping[][] mappings
)
```

### setDisableOnFailure( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether "Disable on Failure" mode is enabled.

```
void setDisableOnFailure(
   String[] names
   Boolean[] values
)
```

### setDomains( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the list of domain names to load balance, for each of the named GLB services

```
void setDomains(
   String[] names
   String[][] values
)
```

### setDraining( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the list of locations that are draining for this service.

```
void setDraining(
   String[] names
   String[][] values
)
```

### setEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether we perform DNS manipulation.

```
void setEnabled(
   String[] names
   Boolean[] values
)
```

### setGeoEffect( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the influence of locality on location choice

```
void setGeoEffect(
   String[] names
   Unsigned Integer[] values
)
```

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### setLastResortResponse( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set Last Resort Response.

```
void setLastResortResponse(
   String[] names
   String[][] values
)
```

### setLoad( names, loads ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the load for the named GLB Services

```
void setLoad(
   String[] names
   GLB.Service.Load[][] loads
)
```

### setLocalIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

This method is now deprecated and is replaced by setServiceIPAddresses

```
void setLocalIPAddresses(
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

### setLocations( names, locations ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the locations configured for each of the named GLB services.

```
void setLocations(
   String[] names
   String[][] locations
)
```

### setLogEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether each of the named GLB services should log each connection.

```
void setLogEnabled(
   String[] names
   Boolean[] values
)
```

### setLogEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether each of the named GLB services should log each connection. This is a location specific function, any action will operate on the specified location.


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```
void setLogEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setLogFilename( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the file used to store query logs, for each of the named GLB services.

```
void setLogFilename(
   String[] names
   String[] values
)
```

### setLogFilenameByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the file used to store query logs, for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
void setLogFilenameByLocation(
   String location
   String[] names
   String[] values
)
```

### setLogFormat( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the log file format for each of the named GLB services.

```
void setLogFormat(
   String[] names
   String[] values
)
```

### setLogFormatByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the log file format for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
void setLogFormatByLocation(
   String location
   String[] names
   String[] values
)
```

### setMonitors( names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the Monitors configured for the named GLB Services

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```
void setMonitors(
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```

### setMonitorsByLocation( location, names, monitors ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the Monitors configured for the named GLB Services This is a location specific function, any action will operate on the specified location.

```
void setMonitorsByLocation(
   String location
   String[] names
   GLB.Service.MonitorList[][] monitors
)
```

### setReturnIPsOnFail( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether to return all or no IP addresses on a complete failure

```
void setReturnIPsOnFail(
   String[] names
   Boolean[] values
)
```

### setRules( names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the rules that are run on DNS packets for each of the named GLB services.

```
void setRules(
   String[] names
   GLB.Service.Rule[][] rules
)
```

### setRulesByLocation( location, names, rules ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the rules that are run on DNS packets for each of the named GLB services. This is a location specific function, any action will operate on the specified location.

```
void setRulesByLocation(
   String location
   String[] names
   GLB.Service.Rule[][] rules
)
```

### setServiceIPAddresses( names, localips ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the Service IP addresses configured for the named GLB Services

```
void setServiceIPAddresses(
```


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```
   String[] names
   GLB.Service.LocalIPList[][] localips
)
```

### setTTL( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set The TTL for the DNS resource records handled by the GLB service.

```
void setTTL(
   String[] names
   Integer[] values
)
```

## Structures

### GLB.Service.DNSSECMapping

This contains a mapping between DNS domains and DNSSEC keys used to alter signed responses.

```
struct GLB.Service.DNSSECMapping  {
   # The domain of these keys sign.
   String domain;

   # An array of DNSSEC key names.
   String[] keys;
}
```

### GLB.Service.Load

This structure contains the load for a GLB location.

```
struct GLB.Service.Load  {
   # The glb location.
   String location;

   # The load metric at the corresponding location.
   Integer load;
}
```

### GLB.Service.LocalIPList

This structure contains the list of IP addresses for a GLB location.

```
struct GLB.Service.LocalIPList  {
   # The glb location.
   String location;

   # The IP Addresses or IP Masks that are present at the corresponding
   # location.
   String[] addresses;
}
```

### GLB.Service.MonitorList

This structure contains the list of monitors for a GLB location.

```
struct GLB.Service.MonitorList  {
   # The glb location.
   String location;

   # The monitors determining the health of the corresponding location.
   String[] monitors;
}
```

### GLB.Service.Rule

This structure contains the information on how a rule is assigned to a virtual server.

```
struct GLB.Service.Rule  {
   # The name of the rule.
   String name;

   # Whether the rule is enabled or not.
   Boolean enabled;
}
```

## Enumerations

### GLB.Service.Algorithm

```
enum GLB.Service.Algorithm {
   # Load
   load,

   # Geographic
   geo,

   # Adaptive
   hybrid,

   # Round Robin
   roundrobin,

   # Weighted Random
   weightedrandom,

   # Primary/Backup
   chained
}
```

# System.CloudCredentials

URI: http://soap.zeus.com/zxtm/1.0/System/CloudCredentials/


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The System.CloudCredentials interface allows management of Cloud Credentials. Using this interface, you can create, delete and rename sets of cloud credentials, and manage their configuration.

## Methods

### addCloudCredentials( class_names, class_values ) throws ObjectAlreadyExists, InvalidInput

Add new sets of cloud credentials.

```
void addCloudCredentials(
   String[] class_names
   System.CloudCredentials.CredentialsData[] class_values
)
```

### copyCloudCredentials( class_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError

Copy the named set of cloud credentials.

```
void copyCloudCredentials(
   String[] class_names
   String[] new_names
)
```

### deleteCloudCredentials( class_names ) throws ObjectDoesNotExist, DeploymentError

Delete the named sets of cloud credentials.

```
void deleteCloudCredentials(
   String[] class_names
)
```

### getApiServer( class_names ) throws ObjectDoesNotExist

Get the vcenter server hostname or IP address.

```
String[] getApiServer(
   String[] class_names
)
```

### getApiServerByLocation( location, class_names ) throws ObjectDoesNotExist

Get the vcenter server hostname or IP address. This is a location specific function, any action will operate on the specified location.

```
String[] getApiServerByLocation(
   String location
   String[] class_names
)
```

### getChangeProcessTimeout( class_names ) throws ObjectDoesNotExist

Get the amount of time change calls are allowed to take

```
Unsigned Integer[] getChangeProcessTimeout(
   String[] class_names
)
```

### getChangeProcessTimeoutByLocation( location, class_names ) throws ObjectDoesNotExist

Get the amount of time change calls are allowed to take This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getChangeProcessTimeoutByLocation(
   String location
   String[] class_names
)
```

### getCloudCredentialsNames()

Get the names of all the configured cloud credentials.

```
String[] getCloudCredentialsNames()
```

### getCred1( class_names ) throws ObjectDoesNotExist

Get the cloud user name

```
String[] getCred1(
   String[] class_names
)
```

### getCred1ByLocation( location, class_names ) throws ObjectDoesNotExist

Get the cloud user name This is a location specific function, any action will operate on the specified location.

```
String[] getCred1ByLocation(
   String location
   String[] class_names
)
```

### getScript( class_names ) throws ObjectDoesNotExist

Get the script

```
String[] getScript(
   String[] class_names
)
```

### getScriptByLocation( location, class_names ) throws ObjectDoesNotExist

Get the script This is a location specific function, any action will operate on the specified location.

```
String[] getScriptByLocation(
   String location
   String[] class_names
)
```


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### getUpdateInterval( class_names ) throws ObjectDoesNotExist

Get the interval at which cloud status is queried

```
Unsigned Integer[] getUpdateInterval(
   String[] class_names
)
```

### getUpdateIntervalByLocation( location, class_names ) throws ObjectDoesNotExist

Get the interval at which cloud status is queried This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getUpdateIntervalByLocation(
   String location
   String[] class_names
)
```

### renameCloudCredentials( class_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, DeploymentError

Rename the named sets of cloud credentials.

```
void renameCloudCredentials(
   String[] class_names
   String[] new_names
)
```

### setApiServer( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the vcenter server hostname or IP address.

```
void setApiServer(
   String[] class_names
   String[] values
)
```

### setApiServerByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the vcenter server hostname or IP address. This is a location specific function, any action will operate on the specified location.

```
void setApiServerByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setChangeProcessTimeout( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of time change calls are allowed to take

```
void setChangeProcessTimeout(
   String[] class_names
   Unsigned Integer[] values
)
```

### setChangeProcessTimeoutByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the amount of time change calls are allowed to take This is a location specific function, any action will operate on the specified location.

```
void setChangeProcessTimeoutByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

### setCred1( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user name

```
void setCred1(
   String[] class_names
   String[] values
)
```

### setCred1ByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user name This is a location specific function, any action will operate on the specified location.

```
void setCred1ByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setCred2( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user password

```
void setCred2(
   String[] class_names
   String[] values
)
```

### setCred2ByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user password This is a location specific function, any action will operate on the specified location.

```
void setCred2ByLocation(
```


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```
   String location
   String[] class_names
   String[] values
)
```

### setCred3( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user authentication token

```
void setCred3(
   String[] class_names
   String[] values
)
```

### setCred3ByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the cloud user authentication token This is a location specific function, any action will operate on the specified location.

```
void setCred3ByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setScript( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the script

```
void setScript(
   String[] class_names
   String[] values
)
```

### setScriptByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the script This is a location specific function, any action will operate on the specified location.

```
void setScriptByLocation(
   String location
   String[] class_names
   String[] values
)
```

### setUpdateInterval( class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the interval at which cloud status is queried

```
void setUpdateInterval(
   String[] class_names
```

```
   Unsigned Integer[] values
)
```

### setUpdateIntervalByLocation( location, class_names, values ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

Set the interval at which cloud status is queried This is a location specific function, any action will operate on the specified location.

```
void setUpdateIntervalByLocation(
   String location
   String[] class_names
   Unsigned Integer[] values
)
```

## Structures

### System.CloudCredentials.CredentialsData

This structure contains the information needed to create CloudCredentials

```
struct System.CloudCredentials.CredentialsData  {
   # The user name (mandatory)
   String cred1;

   # The password (mandatory)
   String cred2;

   # The authorization token (can be empty)
   String cred3;

   # The script to use for API calls (mandatory)
   String script;

   # Time period to wait between status API calls in seconds
   Integer update_interval;
}
```

# System.Steelhead

URI: http://soap.zeus.com/zxtm/1.0/System/Steelhead/

The System.Steelhead interface is obsolete.

## Methods

### getDiscoveryMode( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
System.Steelhead.DiscoveryMode[] getDiscoveryMode(
   String[] traffic_managers
```


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```
)
```

### getEnabled( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
Boolean[] getEnabled(
   String[] traffic_managers
)
```

### getLoadBalancingMethod( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
System.Steelhead.SteelheadLB[] getLoadBalancingMethod(
   String[] traffic_managers
)
```

### getLogLevel( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
System.Steelhead.LogLevel[] getLogLevel(
   String[] traffic_managers
)
```

### getPortalClientID( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[] getPortalClientID(
   String[] traffic_managers
)
```

### getPortalClientKey( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[] getPortalClientKey(
   String[] traffic_managers
)
```

### getPortalHost( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[] getPortalHost(
   String[] traffic_managers
)
```

### getProxyHost( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[] getProxyHost(
   String[] traffic_managers
)
```

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### getProxyPort( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[] getProxyPort(
   String[] traffic_managers
)
```

### getSteelheadIPs( traffic_managers ) throws InvalidInput, ObjectDoesNotExist

This method is now obsolete.

```
String[][] getSteelheadIPs(
   String[] traffic_managers
)
```

### setDiscoveryMode( traffic_managers, modes ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setDiscoveryMode(
   String[] traffic_managers
   System.Steelhead.DiscoveryMode[] modes
)
```

### setEnabled( traffic_managers, enabled ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setEnabled(
   String[] traffic_managers
   Boolean[] enabled
)
```

### setLoadBalancingMethod( traffic_managers, lbs ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setLoadBalancingMethod(
   String[] traffic_managers
   System.Steelhead.SteelheadLB[] lbs
)
```

### setLogLevel( traffic_managers, levels ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setLogLevel(
   String[] traffic_managers
   System.Steelhead.LogLevel[] levels
)
```


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### setPortalClientID( traffic_managers, ids ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setPortalClientID(
   String[] traffic_managers
   String[] ids
)
```

### setPortalClientKey( traffic_managers, keys ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setPortalClientKey(
   String[] traffic_managers
   String[] keys
)
```

### setPortalHost( traffic_managers, hosts ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setPortalHost(
   String[] traffic_managers
   String[] hosts
)
```

### setProxyHost( traffic_managers, hosts ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setProxyHost(
   String[] traffic_managers
   String[] hosts
)
```

### setProxyPort( traffic_managers, ports ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

```
void setProxyPort(
   String[] traffic_managers
   String[] ports
)
```

### setSteelheadIPs( traffic_managers, ips ) throws InvalidInput, ObjectDoesNotExist, DeploymentError

This method is now obsolete.

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```
void setSteelheadIPs(
   String[] traffic_managers
   String[][] ips
)
```

## Enumerations

### System.Steelhead.DiscoveryMode

The different modes for discovering Cloud Steelheads to forward optimized traffic to.

```
enum System.Steelhead.DiscoveryMode {
   # Use the standard Riverbed cloud portal to manage your Cloud Steelheads and
   # connected servers.
   portal,

   # Use a different portal to manager your Cloud Steelheads.
   local,

   # Manually specify each Cloud Steelhead by IP address.
   manual
}
```

### System.Steelhead.LogLevel

The different modes for discovering Cloud Steelheads to forward optimized traffic to.

```
enum System.Steelhead.LogLevel {
   # Only show critical errors
   critial,

   # Only show errors or higher
   serious,

   # Only show warnings or higher
   warning,

   # Only show notices or higher
   notice,

   # Only show info messages or higher
   info,

   # Show debug messages or higher. This is extremely verbose and should only be
   # used for short periods.
   debug
}
```

### System.Steelhead.SteelheadLB

The different modes for discovering Cloud Steelheads to forward optimized traffic to.

```
enum System.Steelhead.SteelheadLB {
   # Use each Cloud Steelhead in turn.
```


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```
   round_robin,

   # Use the last Cloud Steelhead in the list that is working correctly.
   # Cascades down the list if Cloud Steelheads fail.
   priority
}
```

# Catalog.Aptimizer.Profile

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Aptimizer/Profile/

The Catalog.Aptimizer.Profile interface allows management of Web Accelerator profiles. Using this interface, you can create, delete and rename Web Accelerator profiles, and manage their configuration.

## Methods

### getAptimizerProfileNames() throws LicenseError

Get the names of all the configured Web Accelerator profiles.

```
String[] getAptimizerProfileNames()
```

### getBackgroundAfter( profile_names ) throws ObjectDoesNotExist, LicenseError

Get after how many milliseconds Web Accelerator should return the original server content to the client and continue optimizing data in the background.

```
Unsigned Integer[] getBackgroundAfter(
   String[] profile_names
)
```

### getBackgroundAfterByLocation( location, profile_names ) throws ObjectDoesNotExist, LicenseError

Get after how many milliseconds Web Accelerator should return the original server content to the client and continue optimizing data in the background. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getBackgroundAfterByLocation(
   String location
   String[] profile_names
)
```

### getBackgroundOnAdditionalResources( profile_names ) throws ObjectDoesNotExist, LicenseError

Get whether or not Web Accelerator should fetch and optimize additional resources in the background and send partially optimized content to clients until all resources are ready.

```
Boolean[] getBackgroundOnAdditionalResources(
   String[] profile_names
)
```

### getBackgroundOnAdditionalResourcesByLocation( location, profile_names ) throws ObjectDoesNotExist, LicenseError

Get whether or not Web Accelerator should fetch and optimize additional resources in the background and send partially optimized content to clients until all resources are ready. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getBackgroundOnAdditionalResourcesByLocation(
   String location
   String[] profile_names
)
```

### getConfig( profile_names ) throws ObjectDoesNotExist, LicenseError

Get the configuration string for the Web Accelerator profile.

```
String[] getConfig(
   String[] profile_names
)
```

### getConfigByLocation( location, profile_names ) throws ObjectDoesNotExist, LicenseError

Get the configuration string for the Web Accelerator profile. This is a location specific function, any action will operate on the specified location.

```
String[] getConfigByLocation(
   String location
   String[] profile_names
)
```

### getMode( profile_names ) throws ObjectDoesNotExist, LicenseError

Get the mode in which Web Accelerator should run when this profile is applied

```
Catalog.Aptimizer.Profile.Mode[] getMode(
   String[] profile_names
)
```

### getModeByLocation( location, profile_names ) throws ObjectDoesNotExist, LicenseError

Get the mode in which Web Accelerator should run when this profile is applied This is a location specific function, any action will operate on the specified location.

```
Catalog.Aptimizer.Profile.Mode[] getModeByLocation(
   String location
   String[] profile_names
)
```

### getShowInfoBar( profile_names ) throws ObjectDoesNotExist, LicenseError

Get whether or not the Web Accelerator information bar should be displayed on accelerated web pages

```
Boolean[] getShowInfoBar(
   String[] profile_names
)
```


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### getShowInfoBarByLocation( location, profile_names ) throws ObjectDoesNotExist, LicenseError

Get whether or not the Web Accelerator information bar should be displayed on accelerated web pages This is a location specific function, any action will operate on the specified location.

```
Boolean[] getShowInfoBarByLocation(
   String location
   String[] profile_names
)
```

### setBackgroundAfter( profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set after how many milliseconds Web Accelerator should return the original server content to the client and continue optimizing data in the background.

```
void setBackgroundAfter(
   String[] profile_names
   Unsigned Integer[] values
)
```

### setBackgroundAfterByLocation( location, profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set after how many milliseconds Web Accelerator should return the original server content to the client and continue optimizing data in the background. This is a location specific function, any action will operate on the specified location.

```
void setBackgroundAfterByLocation(
   String location
   String[] profile_names
   Unsigned Integer[] values
)
```

### setBackgroundOnAdditionalResources( profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set whether or not Web Accelerator should fetch and optimize additional resources in the background and send partially optimized content to clients until all resources are ready.

```
void setBackgroundOnAdditionalResources(
   String[] profile_names
   Boolean[] values
)
```

### setBackgroundOnAdditionalResourcesByLocation( location, profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set whether or not Web Accelerator should fetch and optimize additional resources in the background and send partially optimized content to clients until all resources are ready. This is a location specific function, any action will operate on the specified location.

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```
void setBackgroundOnAdditionalResourcesByLocation(
   String location
   String[] profile_names
   Boolean[] values
)
```

### setConfig( profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set the configuration string for the Web Accelerator profile.

```
void setConfig(
   String[] profile_names
   String[] values
)
```

### setConfigByLocation( location, profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set the configuration string for the Web Accelerator profile. This is a location specific function, any action will operate on the specified location.

```
void setConfigByLocation(
   String location
   String[] profile_names
   String[] values
)
```

### setMode( profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set the mode in which Web Accelerator should run when this profile is applied

```
void setMode(
   String[] profile_names
   Catalog.Aptimizer.Profile.Mode[] values
)
```

### setModeByLocation( location, profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set the mode in which Web Accelerator should run when this profile is applied This is a location specific function, any action will operate on the specified location.

```
void setModeByLocation(
   String location
   String[] profile_names
   Catalog.Aptimizer.Profile.Mode[] values
)
```

### setShowInfoBar( profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set whether or not the Web Accelerator information bar should be displayed on accelerated web pages


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```
void setShowInfoBar(
   String[] profile_names
   Boolean[] values
)
```

### setShowInfoBarByLocation( location, profile_names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidOperation, DeploymentError, LicenseError

Set whether or not the Web Accelerator information bar should be displayed on accelerated web pages This is a location specific function, any action will operate on the specified location.

```
void setShowInfoBarByLocation(
   String location
   String[] profile_names
   Boolean[] values
)
```

## Enumerations

### Catalog.Aptimizer.Profile.Mode

```
enum Catalog.Aptimizer.Profile.Mode {
   # Off - Acceleration is disabled, but requests for Web Accelerator resources
   # are served
   idle,

   # Stealth - Acceleration is controlled by a cookie
   stealth,

   # On - Web Accelerator acceleration is enabled
   active
}
```

# Catalog.Kerberos.Principals

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Kerberos/Principals/

The Catalog.Kerberos.Principal interface allows management of Kerberos Principals. Using this interface, you can create, delete and rename Kerberos principals, and manage their configuration.

## Methods

### addKDCs( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add a host/port pair to the lists of KDCs, for each of the named principals

```
void addKDCs(
   String[] principal_names
   String[][] values
)
```

### addKDCsByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Add a host/port pair to the lists of KDCs, for each of the named principals This is a location specific function, any action will operate on the specified location.

```
void addKDCsByLocation(
   String location
   String[] principal_names
   String[][] values
)
```

### addPrincipal( principal_names, principal_parameters ) throws InvalidObjectName, InvalidInput, ObjectAlreadyExists, DeploymentError, LicenseError

Add new Kerberos principals.

```
void addPrincipal(
   String[] principal_names
   Catalog.Kerberos.Principals.PrincipalParameter[] principal_parameters
)
```

### copyPrincipal( principal_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError, LicenseError

Copy the named Kerberos principals.

```
void copyPrincipal(
   String[] principal_names
   String[] new_names
)
```

### deletePrincipal( principal_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, LicenseError

Delete the named Kerberos principals.

```
void deletePrincipal(
   String[] principal_names
)
```

### getKDCs( principal_names ) throws ObjectDoesNotExist, LicenseError

Get the explicit list of Kerberos KDCs, for each of the named principals

```
String[][] getKDCs(
   String[] principal_names
)
```

### getKDCsByLocation( location, principal_names ) throws ObjectDoesNotExist, LicenseError

Get the explicit list of Kerberos KDCs, for each of the named principals This is a location specific function, any action will operate on the specified location.

```
String[][] getKDCsByLocation(
```


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```
   String location
   String[] principal_names
)
```

### getKRB5Conf( principal_names ) throws ObjectDoesNotExist, LicenseError

Get the name of the optional Kerberos configuration file

```
String[] getKRB5Conf(
   String[] principal_names
)
```

### getKRB5ConfByLocation( location, principal_names ) throws ObjectDoesNotExist, LicenseError

Get the name of the optional Kerberos configuration file This is a location specific function, any action will operate on the specified location.

```
String[] getKRB5ConfByLocation(
   String location
   String[] principal_names
)
```

### getKeytab( principal_names ) throws ObjectDoesNotExist, LicenseError

Get the name of the associated Kerberos keytab file

```
String[] getKeytab(
   String[] principal_names
)
```

### getKeytabByLocation( location, principal_names ) throws ObjectDoesNotExist, LicenseError

Get the name of the associated Kerberos keytab file This is a location specific function, any action will operate on the specified location.

```
String[] getKeytabByLocation(
   String location
   String[] principal_names
)
```

### getPrincipalNames()

Get the names of all the configured Kerberos principals.

```
String[] getPrincipalNames()
```

### getRealm( principal_names ) throws ObjectDoesNotExist, LicenseError

Get the Kerberos realm

```
String[] getRealm(
   String[] principal_names
)
```

### getRealmByLocation( location, principal_names ) throws ObjectDoesNotExist, LicenseError

Get the Kerberos realm This is a location specific function, any action will operate on the specified location.

```
String[] getRealmByLocation(
   String location
   String[] principal_names
)
```

### getService( principal_names ) throws ObjectDoesNotExist, LicenseError

Get the service name aspect of the Kerberos principal name the traffic manager should use to authenticate itself

```
String[] getService(
   String[] principal_names
)
```

### getServiceByLocation( location, principal_names ) throws ObjectDoesNotExist, LicenseError

Get the service name aspect of the Kerberos principal name the traffic manager should use to authenticate itself This is a location specific function, any action will operate on the specified location.

```
String[] getServiceByLocation(
   String location
   String[] principal_names
)
```

### removeKDCs( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove a host/port pair from the lists of KDCs, for each of the named principals

```
void removeKDCs(
   String[] principal_names
   String[][] values
)
```

### removeKDCsByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Remove a host/port pair from the lists of KDCs, for each of the named principals This is a location specific function, any action will operate on the specified location.

```
void removeKDCsByLocation(
   String location
   String[] principal_names
   String[][] values
)
```


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### renamePrincipal( principal_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError, LicenseError

Rename the named Kerberos principals.

```
void renamePrincipal(
   String[] principal_names
   String[] new_names
)
```

### setKDCs( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the explicit list of Kerberos KDCs, for each of the named principals

```
void setKDCs(
   String[] principal_names
   String[][] values
)
```

### setKDCsByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the explicit list of Kerberos KDCs, for each of the named principals This is a location specific function, any action will operate on the specified location.

```
void setKDCsByLocation(
   String location
   String[] principal_names
   String[][] values
)
```

### setKRB5Conf( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the optional Kerberos configuration file

```
void setKRB5Conf(
   String[] principal_names
   String[] values
)
```

### setKRB5ConfByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the optional Kerberos configuration file This is a location specific function, any action will operate on the specified location.

```
void setKRB5ConfByLocation(
   String location
   String[] principal_names
   String[] values
)
```

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### setKeytab( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the associated Kerberos keytab file

```
void setKeytab(
   String[] principal_names
   String[] values
)
```

### setKeytabByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the name of the associated Kerberos keytab file This is a location specific function, any action will operate on the specified location.

```
void setKeytabByLocation(
   String location
   String[] principal_names
   String[] values
)
```

### setRealm( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the Kerberos realm

```
void setRealm(
   String[] principal_names
   String[] values
)
```

### setRealmByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the Kerberos realm This is a location specific function, any action will operate on the specified location.

```
void setRealmByLocation(
   String location
   String[] principal_names
   String[] values
)
```

### setService( principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the service name aspect of the Kerberos principal name the traffic manager should use to authenticate itself

```
void setService(
   String[] principal_names
   String[] values
)
```


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### setServiceByLocation( location, principal_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the service name aspect of the Kerberos principal name the traffic manager should use to authenticate itself This is a location specific function, any action will operate on the specified location.

```
void setServiceByLocation(
   String location
   String[] principal_names
   String[] values
)
```

## Structures

### Catalog.Kerberos.Principals.PrincipalParameter

This structure contains the required configuration values for a Kerberos principal.

```
struct Catalog.Kerberos.Principals.PrincipalParameter  {
   # The service name part of the Kerberos principal name the traffic manager
   # should use to authenticate itself.
   String service;

   # The Kerberos realm where the principal belongs.
   String realm;

   # The name of the Kerberos keytab file containing suitable credentials to
   # authenticate as the specified Kerberos principal.
   String keytab;
}
```

# Catalog.Kerberos.KeyTabs

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Kerberos/KeyTabs/

The Catalog.Kerberos.KeyTabs interface allows management of the Kerberos keytabs stored in the conf/kerberos/keytabs directory. Kerberos keytabs contain credentials for any number of Kerberos principals.

## Methods

### deleteFile( names ) throws ObjectDoesNotExist, LicenseError

Delete the named Kerberos keytabs from the conf/kerberos/keytabs directory.

```
void deleteFile(
   String[] names
)
```

### getFileNames()

Get the names of all the Kerberos keytabs stored in the conf/kerberos/keytabs directory.

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```
String[] getFileNames()
```

### uploadFile( name, content ) throws InvalidObjectName, LicenseError

Uploads a new Kerberos keytab into the conf/kerberos/keytabs, overwriting the keytab if it already exists.

```
void uploadFile(
   String name
   Binary Data content
)
```

## Catalog.Kerberos.Krb5Confs

URI: http://soap.zeus.com/zxtm/1.0/Catalog/Kerberos/Krb5Confs/

The Catalog.Kerberos.Krb5Confs interface allows management of the Kerberos configuration files stored in the conf/kerberos/krb5confs directory. These configuration can, optionally, be used for the configuration of a Kerberos principal.

### Methods

#### deleteFile( names ) throws ObjectDoesNotExist, LicenseError

Delete the named configuration files from the conf/kerberos/krb5confs directory.

```
void deleteFile(
   String[] names
)
```

#### downloadFile( name ) throws ObjectDoesNotExist, LicenseError

Download the named configuration file from the conf/kerberos/krb5confs directory

```
Binary Data downloadFile(
   String name
)
```

#### getFileNames()

Get the names of all the Kerberos configuration files stored in the conf/kerberos/krb5confs directory.

```
String[] getFileNames()
```

#### uploadFile( name, content ) throws InvalidObjectName, LicenseError

Uploads a new Kerberos configuration file into the conf/kerberos/krb5confs, overwriting the configuration file if it already exists.

```
void uploadFile(
   String name
   Binary Data content
)
```


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# Catalog.SAML.TrustedIdentityProviders

URI: http://soap.zeus.com/zxtm/1.0/Catalog/SAML/TrustedIdentityProviders/

The Catalog.SAML.TrustedIdentityProviders interface allows management of SAML trusted identity providers. Using this interface, you can create, delete and rename trusted identity providers, and manage their configuration.

## Methods

### addTrustedIdp( idp_names, idp_parameters ) throws InvalidObjectName, InvalidInput, ObjectAlreadyExists, DeploymentError, LicenseError

Add new SAML trusted identity providers.

```
void addTrustedIdp(
   String[] idp_names
   Catalog.SAML.TrustedIdentityProviders.TrustedIdpParameter[] idp_parameters
)
```

### copyTrustedIdp( idp_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError, LicenseError

Copy the named SAML trusted identity providers.

```
void copyTrustedIdp(
   String[] idp_names
   String[] new_names
)
```

### deleteTrustedIdp( idp_names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, LicenseError

Delete the named SAML trusted identity providers.

```
void deleteTrustedIdp(
   String[] idp_names
)
```

### getAddZlibHeader( idp_names ) throws ObjectDoesNotExist, LicenseError

Get whether to add the zlib header when compressing the AuthnRequest.

```
Boolean[] getAddZlibHeader(
   String[] idp_names
)
```

### getIdpCertificate( idp_names ) throws ObjectDoesNotExist, LicenseError

Get the IDP certificate.

```
String[] getIdpCertificate(
   String[] idp_names
)
```

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### getIdpEntityId( idp_names ) throws ObjectDoesNotExist, LicenseError

Get the IDP entity id.

```
String[] getIdpEntityId(
   String[] idp_names
)
```

### getIdpUrl( idp_names ) throws ObjectDoesNotExist, LicenseError

Get the IDP URL.

```
String[] getIdpUrl(
   String[] idp_names
)
```

### getStrictVerify( idp_names ) throws ObjectDoesNotExist, LicenseError

Get whether to verify SAML responses strictly.

```
Boolean[] getStrictVerify(
   String[] idp_names
)
```

### getTrustedIdpNames()

Get the names of all the configured SAML trusted identity providers.

```
String[] getTrustedIdpNames()
```

### renameTrustedIdp( idp_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError, LicenseError

Rename the named SAML trusted identity providers.

```
void renameTrustedIdp(
   String[] idp_names
   String[] new_names
)
```

### setAddZlibHeader( idp_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether to add the zlib header when compressing the AuthnRequest.

```
void setAddZlibHeader(
   String[] idp_names
   Boolean[] values
)
```

### setIdpCertificate( idp_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the IDP certificate.


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```
void setIdpCertificate(
   String[] idp_names
   String[] values
)
```

### setIdpEntityId( idp_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the IDP entity id.

```
void setIdpEntityId(
   String[] idp_names
   String[] values
)
```

### setIdpUrl( idp_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set the IDP URL.

```
void setIdpUrl(
   String[] idp_names
   String[] values
)
```

### setStrictVerify( idp_names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError, LicenseError

Set whether to verify SAML responses strictly.

```
void setStrictVerify(
   String[] idp_names
   Boolean[] values
)
```

## Structures

### Catalog.SAML.TrustedIdentityProviders.TrustedIdpParameter

This structure contains the required configuration values for a Trusted Identity Provider.

```
struct Catalog.SAML.TrustedIdentityProviders.TrustedIdpParameter  {
   # The entity id reported by the identity provider.
   String entity_id;

   # The URI to which authentication requests can be sent.
   String url;

   # The PEM-encoded certificate that is trusted from the identity provider.
   # (Without whitespace or -----BEGIN/END markers.)
   String certificate;
}
```

# BGPNeighbors

URI: http://soap.zeus.com/zxtm/1.0/BGPNeighbors/

The BGPNeighbor interface allows management of BGP neighbor objects. Using this interface, you can create, delete and rename BGP neighbor objects, and manage their configuration.

## Methods

### addBGPNeighbor( names, details ) throws ObjectAlreadyExists, InvalidObjectName, DeploymentError, InvalidInput, InvalidOperation

Add the new named BGP neighbors, using the provided details.

```
void addBGPNeighbor(
   String[] names
   BGPNeighbors.Details[] details
)
```

### addTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput

Add new traffic managers to each of the named neighbors.

```
void addTrafficManager(
   String[] names
   String[][] values
)
```

### deleteBGPNeighbor( names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError, InvalidOperation

Delete the named BGP neighbors.

```
void deleteBGPNeighbor(
   String[] names
)
```

### getAddress( names )

Get the address of the BGP neighbor.

```
String[] getAddress(
   String[] names
)
```

### getAdvertisementInterval( names )

Get the minimum interval between the sending of BGP routing updates.

```
Unsigned Integer[] getAdvertisementInterval(
   String[] names
)
```


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### getAsNumber( names )

Get the AS number for the AS which the neighbor is a member of

```
Unsigned Integer[] getAsNumber(
   String[] names
)
```

### getAuthenticationPassword( names )

Get the password to be used for BGP authentication.

```
String[] getAuthenticationPassword(
   String[] names
)
```

### getBGPNeighborNames()

Get the names of all of the configured BGP neighbors.

```
String[] getBGPNeighborNames()
```

### getHoldtime( names )

Get the period after which the BGP session with the neighbour is deemed to have become idle - and requires re-establishment - if the neighbour falls silent.

```
Unsigned Integer[] getHoldtime(
   String[] names
)
```

### getKeepalive( names )

Get the interval at which BGP keepalive messages are sent to the BGP neighbors, to keep the mutual BGP session established.

```
Unsigned Integer[] getKeepalive(
   String[] names
)
```

### getTrafficManager( names ) throws ObjectDoesNotExist

Get the traffic managers that will establish a BGP session with this neighbor.

```
String[][] getTrafficManager(
   String[] names
)
```

### removeTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidOperation

Remove the named traffic managers from each named neighbor.

```
void removeTrafficManager(
   String[] names
   String[][] values
```

```
)
```

### renameBGPNeighbor( names, new_names ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Rename each of the named BGP neighbors.

```
void renameBGPNeighbor(
   String[] names
   String[] new_names
)
```

### setAddress( names, values ) throws InvalidInput, DeploymentError

Set the address of the BGP neighbor.

```
void setAddress(
   String[] names
   String[] values
)
```

### setAdvertisementInterval( names, values ) throws InvalidInput, DeploymentError

Set the minimum interval between the sending of BGP routing updates.

```
void setAdvertisementInterval(
   String[] names
   Unsigned Integer[] values
)
```

### setAsNumber( names, values ) throws InvalidInput, DeploymentError

Set the AS number for the AS which the neighbor is a member of

```
void setAsNumber(
   String[] names
   Unsigned Integer[] values
)
```

### setAuthenticationPassword( names, values ) throws InvalidInput, DeploymentError

Set the password to be used for BGP authentication.

```
void setAuthenticationPassword(
   String[] names
   String[] values
)
```

### setHoldtime( names, values ) throws InvalidInput, DeploymentError

Set the period after which the BGP session with the neighbour is deemed to have become idle - and requires re-establishment - if the neighbour falls silent.

```
void setHoldtime(
   String[] names
   Unsigned Integer[] values
```


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```
)
```

### setKeepalive( names, values ) throws InvalidInput, DeploymentError

Set the interval at which BGP keepalive messages are sent to the BGP neighbors, to keep the mutual BGP session established.

```
void setKeepalive(
   String[] names
   Unsigned Integer[] values
)
```

### setTrafficManager( names, values ) throws ObjectDoesNotExist, DeploymentError, InvalidInput, InvalidOperation

Set the traffic managers that will establish a BGP session with this neighbor.

```
void setTrafficManager(
   String[] names
   String[][] values
)
```

## Structures

### BGPNeighbors.Details

This structure contains the basic details of a BGP Neighbor: the configuration needed to establish a BGP session with the neighbor, and the traffic managers which will use the neighbor. It is used when creating a new BGP Neighbor configuration object.

```
struct BGPNeighbors.Details  {
   # The IPv4 address of the BGP neighbor.
   String address;

   # The number of the AS in which the BGP neighbor is operating.
   Integer as_number;

   # The required interval between keepalive messages for BGP sessions with the
   # neighbor.
   Integer keepalive;

   # The maximum interval between keepalive messages for BGP sessions with the
   # neighbor to remain established.
   Integer holdtime;

   # The minimum interval between successive advertisements being sent during a
   # BGP session with the neighbor.
   Integer advertisement_interval;

   # The password shared with the BGP neighbor to authenticate BGP sessions.
   String authentication_password;

   # The names of the traffic managers that will estabtablish BGP sessions with
```

```
   # the neighbor.
   String[] machines;
}
```

## Analytics.LogExport

URI: http://soap.zeus.com/zxtm/1.0/Analytics/LogExport/

The Analytics.LogExport interface allows management of log files which should be exported to an analytics engine

### Methods

#### addFiles( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the set of files to export as part of this category, specified as a list of glob patterns.

```
void addFiles(
   String[] names
   String[][] values
)
```

#### addFilesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Add the set of files to export as part of this category, specified as a list of glob patterns. This is a location specific function, any action will operate on the specified location.

```
void addFilesByLocation(
   String location
   String[] names
   String[][] values
)
```

#### addLogExport( names ) throws InvalidObjectName, InvalidInput, ObjectAlreadyExists, DeploymentError

Add new log export categories.

```
void addLogExport(
   String[] names
)
```

#### copyLogExport( old_names, new_names ) throws ObjectAlreadyExists, InvalidObjectName, ObjectDoesNotExist, DeploymentError

Copy the named log export categories.

```
void copyLogExport(
   String[] old_names
   String[] new_names
)
```


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### deleteLogExport( names ) throws ObjectDoesNotExist, ObjectInUse, DeploymentError

Delete the named log export categories.

```
void deleteLogExport(
   String[] names
)
```

### deleteMetadata( names, metadata_names ) throws ObjectDoesNotExist

Deletes the named metadata values.

```
void deleteMetadata(
   String[] names
   String[] metadata_names
)
```

### getApplianceOnly( names ) throws ObjectDoesNotExist

Get whether entries from the specified log files should be exported only from appliances.

```
Boolean[] getApplianceOnly(
   String[] names
)
```

### getApplianceOnlyByLocation( location, names ) throws ObjectDoesNotExist

Get whether entries from the specified log files should be exported only from appliances. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getApplianceOnlyByLocation(
   String location
   String[] names
)
```

### getBuiltIn( names ) throws ObjectDoesNotExist

Get whether this configuration is built-in. Editing and deletion of built in configurations is restricted.

```
Boolean[] getBuiltIn(
   String[] names
)
```

### getEnabled( names ) throws ObjectDoesNotExist

Get whether to export entries from the log files included in this category.

```
Boolean[] getEnabled(
   String[] names
)
```

### getEnabledByLocation( location, names ) throws ObjectDoesNotExist

Get whether to export entries from the log files included in this category. This is a location specific function, any action will operate on the specified location.

```
Boolean[] getEnabledByLocation(
   String location
   String[] names
)
```

### getFiles( names ) throws ObjectDoesNotExist

Get the set of files to export as part of this category, specified as a list of glob patterns.

```
String[][] getFiles(
   String[] names
)
```

### getFilesByLocation( location, names ) throws ObjectDoesNotExist

Get the set of files to export as part of this category, specified as a list of glob patterns. This is a location specific function, any action will operate on the specified location.

```
String[][] getFilesByLocation(
   String location
   String[] names
)
```

### getHistory( names ) throws ObjectDoesNotExist

Get how much historic log activity should be exported.

```
Analytics.LogExport.History[] getHistory(
   String[] names
)
```

### getHistoryByLocation( location, names ) throws ObjectDoesNotExist

Get how much historic log activity should be exported. This is a location specific function, any action will operate on the specified location.

```
Analytics.LogExport.History[] getHistoryByLocation(
   String location
   String[] names
)
```

### getHistoryPeriod( names ) throws ObjectDoesNotExist

Get the number of days of historic log entries that should be exported.

```
Unsigned Integer[] getHistoryPeriod(
   String[] names
)
```

### getHistoryPeriodByLocation( location, names ) throws ObjectDoesNotExist

Get the number of days of historic log entries that should be exported. This is a location specific function, any action will operate on the specified location.

```
Unsigned Integer[] getHistoryPeriodByLocation(
   String location
```


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```
   String[] names
)
```

### getLogExportNames()

Get the names of all the configured log export categories.

```
String[] getLogExportNames()
```

### getMetadata( names ) throws ObjectDoesNotExist

Get the metadata.

```
Analytics.LogExport.Metadata[][] getMetadata(
   String[] names
)
```

### getNote( names ) throws ObjectDoesNotExist

Get a description of this category of log files.

```
String[] getNote(
   String[] names
)
```

### getNoteByLocation( location, names ) throws ObjectDoesNotExist

Get a description of this category of log files. This is a location specific function, any action will operate on the specified location.

```
String[] getNoteByLocation(
   String location
   String[] names
)
```

### removeFiles( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the set of files to export as part of this category, specified as a list of glob patterns.

```
void removeFiles(
   String[] names
   String[][] values
)
```

### removeFilesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Remove the set of files to export as part of this category, specified as a list of glob patterns. This is a location specific function, any action will operate on the specified location.

```
void removeFilesByLocation(
   String location
   String[] names
   String[][] values
)
```

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### renameLogExport( old_names, new_names ) throws ObjectAlreadyExists, ObjectDoesNotExist, InvalidObjectName, InvalidOperation, DeploymentError

Rename the named log export categories.

```
void renameLogExport(
   String[] old_names
   String[] new_names
)
```

### setApplianceOnly( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether entries from the specified log files should be exported only from appliances.

```
void setApplianceOnly(
   String[] names
   Boolean[] values
)
```

### setApplianceOnlyByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether entries from the specified log files should be exported only from appliances. This is a location specific function, any action will operate on the specified location.

```
void setApplianceOnlyByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setBuiltIn( names, values ) throws InvalidOperation

Set whether this configuration is built-in. Editing and deletion of built in configurations is restricted.

```
void setBuiltIn(
   String[] names
   Boolean[] values
)
```

### setEnabled( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether to export entries from the log files included in this category.

```
void setEnabled(
   String[] names
   Boolean[] values
)
```

### setEnabledByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set whether to export entries from the log files included in this category. This is a location specific function, any action will operate on the specified location.


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```
void setEnabledByLocation(
   String location
   String[] names
   Boolean[] values
)
```

### setFiles( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the set of files to export as part of this category, specified as a list of glob patterns.

```
void setFiles(
   String[] names
   String[][] values
)
```

### setFilesByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the set of files to export as part of this category, specified as a list of glob patterns. This is a location specific function, any action will operate on the specified location.

```
void setFilesByLocation(
   String location
   String[] names
   String[][] values
)
```

### setHistory( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set how much historic log activity should be exported.

```
void setHistory(
   String[] names
   Analytics.LogExport.History[] values
)
```

### setHistoryByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set how much historic log activity should be exported. This is a location specific function, any action will operate on the specified location.

```
void setHistoryByLocation(
   String location
   String[] names
   Analytics.LogExport.History[] values
)
```

### setHistoryPeriod( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of days of historic log entries that should be exported.

```
void setHistoryPeriod(
   String[] names
```

```
   Unsigned Integer[] values
)
```

### setHistoryPeriodByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the number of days of historic log entries that should be exported. This is a location specific function, any action will operate on the specified location.

```
void setHistoryPeriodByLocation(
   String location
   String[] names
   Unsigned Integer[] values
)
```

### setMetadata( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set the metadata.

```
void setMetadata(
   String[] names
   Analytics.LogExport.Metadata[][] values
)
```

### setNote( names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set a description of this category of log files.

```
void setNote(
   String[] names
   String[] values
)
```

### setNoteByLocation( location, names, values ) throws ObjectDoesNotExist, InvalidInput, DeploymentError

Set a description of this category of log files. This is a location specific function, any action will operate on the specified location.

```
void setNoteByLocation(
   String location
   String[] names
   String[] values
)
```

## Structures

### Analytics.LogExport.Metadata

A named metadata item for a log export category

```
struct Analytics.LogExport.Metadata  {
   # The name of the metadata item.
   String name;
```


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```
   # The value of the metadata item.
   String value;
}
```

## Enumerations

### Analytics.LogExport.History

```
enum Analytics.LogExport.History {
   # Do not export any historic entries
   none,

   # Export all historic entries
   all,

   # Export recent historic entries, according to the 'history_period' setting
   recent
}
```

# Custom

URI: http://soap.zeus.com/zxtm/1.0/Custom/

The Custom interface allows management of custom configuration sets. Using this interface, you can create, delete and rename custom configuration sets and the values they contain.

## Methods

### addSets( names ) throws ObjectAlreadyExists, InvalidObjectName

Add new custom configuration sets

```
void addSets(
   String[] names
)
```

### addStringLists( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidObjectName

Appends the specified lists of strings to the current lists in the named custom configuration sets.

```
void addStringLists(
   String[] names
   Custom.StringList[][] values
)
```

### copySets( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName

Copy custom configuration sets.

```
void copySets(
   String[] names
   String[] new_names
)
```

### deleteSets( names ) throws ObjectDoesNotExist, InvalidObjectName

Delete custom configuration sets.

```
void deleteSets(
   String[] names
)
```

### getSetNames()

Get the names of all custom configuration sets.

```
String[] getSetNames()
```

### getStringLists( names ) throws ObjectDoesNotExist, InvalidObjectName

Gets all the lists of strings in the named custom configuration sets.

```
Custom.StringList[][] getStringLists(
   String[] names
)
```

### removeStringListItems( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidObjectName

Removes all occurrences of the specified strings from the lists in the named custom configuration sets.

```
void removeStringListItems(
   String[] names
   Custom.StringList[][] values
)
```

### removeStringLists( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidObjectName

Removes the specified lists of strings from the named custom configuration sets.

```
void removeStringLists(
   String[] names
   String[][] values
)
```

### renameSets( names, new_names ) throws ObjectDoesNotExist, ObjectAlreadyExists, InvalidObjectName

Rename custom configuration sets.

```
void renameSets(
   String[] names
   String[] new_names
)
```


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### setStringLists( names, values ) throws ObjectDoesNotExist, InvalidInput, InvalidObjectName

Sets the specified lists of strings in the named custom configuration sets.

```
void setStringLists(
   String[] names
   Custom.StringList[][] values
)
```

## Structures

### Custom.StringList

A named list of strings in a custom configuration set

```
struct Custom.StringList  {
   # The name of the list of strings.
   String name;

   # The list of strings.
   String[] value;
}
```

# SOAP Faults

When a function encounters an error it will emit a fault. Depending on the fault that occurred the fault structure will contain more information related to the fault. The documentation for individual functions lists the different types of faults that a function can emit.

## Faults

### DeploymentError

The DeploymentError fault is raised when a configuration change causes errors when attempting to apply the configuration to a running traffic manager. It would be raised in cases such as failing to bind to a port when enabling a Virtual Server.

```
struct DeploymentError  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault (if appropriate)
   String object;

   # The configuration key that caused the fault (if appropriate)
   String key;

   # The value that caused the fault (if appropriate)
   String value;
}
```

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### InvalidInput

The InvalidInput fault is raised when the input to a function is invalid, for example a number was out of range. This fault is also raised in cases such as VirtualServer.setPool() where the Pool doesn't exist The details in the fault contain the object, key and value that caused the fault. These might be blank if they are not relevant to the fault.

```
struct InvalidInput  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault (if appropriate)
   String object;

   # The configuration key that caused the fault (if appropriate)
   String key;

   # The value that caused the fault (if appropriate)
   String value;
}
```

### InvalidObjectName

The InvalidObjectName fault is raised when attempting to create a new object (e.g. via an add, rename or copy) and the name is invalid (e.g. it contains a '/').

```
struct InvalidObjectName  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault
   String object;
}
```

### InvalidOperation

The InvalidOperation fault is emitted when attempting an operation that doesn't make sense or is prohibited, for example deleting a built-in monitor, or attempting to rename an object twice in the same call.

```
struct InvalidOperation  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault (if appropriate)
   String object;

   # The configuration key that caused the fault (if appropriate)
   String key;

   # The value that caused the fault (if appropriate)
   String value;
}
```


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### LicenseError

The LicenseError fault is emitted when attempting to use functionality that is disabled by the license key. You will need to contact your support provider to get a new license key with the required functionality. There may be a charge for this.

```
struct LicenseError  {
   # A human readable string describing the error
   String errmsg;

   # The license key feature that was missing
   String feature;
}
```

### ObjectAlreadyExists

The ObjectAlreadyExists fault is raised when attempting to create an object (such as a Virtual Server) that already exists. It will also be raised in cases such as renaming and copying objects.

```
struct ObjectAlreadyExists  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault
   String object;
}
```

### ObjectDoesNotExist

The ObjectDoesNotExist fault is raised when attempting to perform an operation on an object (such as Virtual Server) that doesn't exist. This fault will only be raised if the primary object in the call doesn't exist. For example if calling VirtualServer.setPool(), then this fault will be raised if the Virtual Server doesn't exist, but if the Pool doesn't exist then the "InvalidInput" fault will be raised.

```
struct ObjectDoesNotExist  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault
   String object;
}
```

### ObjectInUse

The ObjectInUse fault is raised when attempting to delete an object that is referenced by another object, for example deleting a Pool that is in use by a Virtual Server.

```
struct ObjectInUse  {
   # A human readable string describing the error
   String errmsg;

   # The name of the object that caused the fault
   String object;
}
```

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