



QMP Reference Manual

QEMU version 4.2.0

This is the QEMU QMP reference manual.

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1 API Reference

1.1 Introduction

This document describes all commands currently supported by QMP.

Most of the time their usage is exactly the same as in the user Monitor, this means that any other document which also describe commands (the manpage, QEMU's manual, etc) can and should be consulted.

QMP has two types of commands: regular and query commands. Regular commands usually change the Virtual Machine's state somehow, while query commands just return information. The sections below are divided accordingly.

It's important to observe that all communication examples are formatted in a reader-friendly way, so that they're easier to understand. However, in real protocol usage, they're emitted as a single line.

Also, the following notation is used to denote data flow:

Example:

-> data issued by the Client

<- Server data response

Please, refer to the QMP specification (docs/interop/qmp-spec.txt) for detailed information on the Server command and response formats.

1.2 Stability Considerations

The current QMP command set (described in this file) may be useful for a number of use cases, however it's limited and several commands have bad defined semantics, specially with regard to command completion.

These problems are going to be solved incrementally in the next QEMU releases and we're going to establish a deprecation policy for badly defined commands.

If you're planning to adopt QMP, please observe the following:

1. The deprecation policy will take effect and be documented soon, please check the documentation of each used command as soon as a new release of QEMU is available
2. DO NOT rely on anything which is not explicit documented
3. Errors, in special, are not documented. Applications should NOT check for specific errors classes or data (it's strongly recommended to only check for the "error" key)

1.3 QMP errors

`QapiErrorClass` [Enum]

QEMU error classes

Values:

`GenericError`

this is used for errors that don't require a specific error class. This should be the default case for most errors

CommandNotFound
the requested command has not been found

DeviceNotActive
a device has failed to become active

DeviceNotFound
the requested device has not been found

KVMMissingCap
the requested operation can't be fulfilled because a required KVM capability is missing

Since: 1.2

1.4 Common data types

IoOperationType [Enum]
An enumeration of the I/O operation types

Values:

read read operation
write write operation

Since: 2.1

OnOffAuto [Enum]
An enumeration of three options: on, off, and auto

Values:

auto QEMU selects the value between on and off
on Enabled
off Disabled

Since: 2.2

OnOffSplit [Enum]
An enumeration of three values: on, off, and split

Values:

on Enabled
off Disabled
split Mixed

Since: 2.6

String [Object]
A fat type wrapping 'str', to be embedded in lists.

Members:

str: string
Not documented

Since: 1.2

StrOrNull [Alternate]

This is a string value or the explicit lack of a string (null pointer in C). Intended for cases when 'optional absent' already has a different meaning.

Members:

s: `string` the string value

n: `null` no string value

Since: 2.10

OffAutoPCIBAR [Enum]

An enumeration of options for specifying a PCI BAR

Values:

`off` The specified feature is disabled

`auto` The PCI BAR for the feature is automatically selected

`bar0` PCI BAR0 is used for the feature

`bar1` PCI BAR1 is used for the feature

`bar2` PCI BAR2 is used for the feature

`bar3` PCI BAR3 is used for the feature

`bar4` PCI BAR4 is used for the feature

`bar5` PCI BAR5 is used for the feature

Since: 2.12

PCIELinkSpeed [Enum]

An enumeration of PCIe link speeds in units of GT/s

Values:

`2_5` 2.5GT/s

`5` 5.0GT/s

`8` 8.0GT/s

`16` 16.0GT/s

Since: 4.0

PCIELinkWidth [Enum]

An enumeration of PCIe link width

Values:

`1` x1

`2` x2

`4` x4

`8` x8

12 x12
 16 x16
 32 x32

Since: 4.0

1.5 Socket data types

NetworkAddressFamily [Enum]

The network address family

Values:

ipv4 IPV4 family
ipv6 IPV6 family
unix unix socket
vsock vsock family (since 2.8)
unknown otherwise

Since: 2.1

InetSocketAddressBase [Object]

Members:

host: string
 host part of the address
port: string
 port part of the address

InetSocketAddress [Object]

Captures a socket address or address range in the Internet namespace.

Members:

numeric: boolean (optional)
 true if the host/port are guaranteed to be numeric, false if name resolution should be attempted. Defaults to false. (Since 2.9)

to: int (optional)
 If present, this is range of possible addresses, with port between **port** and **to**.

ipv4: boolean (optional)
 whether to accept IPv4 addresses, default try both IPv4 and IPv6

ipv6: boolean (optional)
 whether to accept IPv6 addresses, default try both IPv4 and IPv6

keep-alive: boolean (optional)
 enable keep-alive when connecting to this socket. Not supported for passive sockets. (Since 4.2)

The members of `InetSocketAddressBase`

Since: 1.3

`UnixSocketAddress` [Object]

Captures a socket address in the local ("Unix socket") namespace.

Members:

`path: string`
filesystem path to use

Since: 1.3

`VsockSocketAddress` [Object]

Captures a socket address in the vsock namespace.

Members:

`cid: string`
unique host identifier

`port: string`
port

Note: string types are used to allow for possible future hostname or service resolution support.

Since: 2.8

`SocketAddressLegacy` [Object]

Captures the address of a socket, which could also be a named file descriptor

Members:

`type` One of "inet", "unix", "vsock", "fd"

`data: InetSocketAddress` when `type` is "inet"

`data: UnixSocketAddress` when `type` is "unix"

`data: VsockSocketAddress` when `type` is "vsock"

`data: String` when `type` is "fd"

Note: This type is deprecated in favor of `SocketAddress`. The difference between `SocketAddressLegacy` and `SocketAddress` is that the latter is a flat union rather than a simple union. Flat is nicer because it avoids nesting on the wire, i.e. that form has fewer `{}`.

Since: 1.3

`SocketAddressType` [Enum]

Available `SocketAddress` types

Values:

`inet` Internet address

`unix` Unix domain socket

`vsock` VMCI address

fd decimal is for file descriptor number, otherwise a file descriptor name. Named file descriptors are permitted in monitor commands, in combination with the 'getfd' command. Decimal file descriptors are permitted at startup or other contexts where no monitor context is active.

Since: 2.9

SocketAddress [Object]

Captures the address of a socket, which could also be a named file descriptor

Members:

type: SocketAddressType
Transport type

The members of `InetSocketAddress` when `type` is "inet"

The members of `UnixSocketAddress` when `type` is "unix"

The members of `VsockSocketAddress` when `type` is "vsock"

The members of `String` when `type` is "fd"

Since: 2.9

1.6 VM run state

RunState [Enum]

An enumeration of VM run states.

Values:

debug QEMU is running on a debugger

finish-migrate
guest is paused to finish the migration process

inmigrate
guest is paused waiting for an incoming migration. Note that this state does not tell whether the machine will start at the end of the migration. This depends on the command-line -S option and any invocation of 'stop' or 'cont' that has happened since QEMU was started.

internal-error
An internal error that prevents further guest execution has occurred

io-error the last IOP has failed and the device is configured to pause on I/O errors

paused guest has been paused via the 'stop' command

postmigrate
guest is paused following a successful 'migrate'

prelaunch
QEMU was started with -S and guest has not started

restore-vm
guest is paused to restore VM state

running guest is actively running

<code>save-vm</code>	guest is paused to save the VM state
<code>shutdown</code>	guest is shut down (and <code>-no-shutdown</code> is in use)
<code>suspended</code>	guest is suspended (ACPI S3)
<code>watchdog</code>	the watchdog action is configured to pause and has been triggered
<code>guest-panicked</code>	guest has been panicked as a result of guest OS panic
<code>colo</code>	guest is paused to save/restore VM state under colo checkpoint, VM can not get into this state unless colo capability is enabled for migration. (since 2.8)
<code>preconfig</code>	QEMU is paused before board specific init callback is executed. The state is reachable only if the <code>-preconfig</code> CLI option is used. (Since 3.0)

ShutdownCause [Enum]

An enumeration of reasons for a Shutdown.

Values:

<code>none</code>	No shutdown request pending
<code>host-error</code>	An error prevents further use of guest
<code>host-qmp-quit</code>	Reaction to the QMP command 'quit'
<code>host-qmp-system-reset</code>	Reaction to the QMP command 'system.reset'
<code>host-signal</code>	Reaction to a signal, such as SIGINT
<code>host-ui</code>	Reaction to a UI event, like window close
<code>guest-shutdown</code>	Guest shutdown/suspend request, via ACPI or other hardware-specific means
<code>guest-reset</code>	Guest reset request, and command line turns that into a shutdown
<code>guest-panic</code>	Guest panicked, and command line turns that into a shutdown
<code>subsystem-reset</code>	Partial guest reset that does not trigger QMP events and ignores <code>-no-reboot</code> . This is useful for sanitizing hypercalls on s390 that are used during <code>kexec/kdump/boot</code>

StatusInfo [Object]

Information about VCPU run state

Members:

running: boolean

true if all VCPUs are runnable, false if not runnable

singlestep: boolean

true if VCPUs are in single-step mode

status: RunState

the virtual machine RunState

Since: 0.14.0

Notes: `singlestep` is enabled through the GDB stub

query-status [Command]

Query the run status of all VCPUs

Returns: StatusInfo reflecting all VCPUs

Since: 0.14.0

Example:

```
-> { "execute": "query-status" }
<- { "return": { "running": true,
                 "singlestep": false,
                 "status": "running" } }
```

SHUTDOWN [Event]

Emitted when the virtual machine has shut down, indicating that qemu is about to exit.

Arguments:

guest: boolean

If true, the shutdown was triggered by a guest request (such as a guest-initiated ACPI shutdown request or other hardware-specific action) rather than a host request (such as sending qemu a SIGINT). (since 2.10)

reason: ShutdownCause

The ShutdownCause which resulted in the SHUTDOWN. (since 4.0)

Note: If the command-line option `"-no-shutdown"` has been specified, qemu will not exit, and a STOP event will eventually follow the SHUTDOWN event

Since: 0.12.0

Example:

```
<- { "event": "SHUTDOWN", "data": { "guest": true },
      "timestamp": { "seconds": 1267040730, "microseconds": 682951 } }
```

POWERDOWN [Event]

Emitted when the virtual machine is powered down through the power control system, such as via ACPI.

Since: 0.12.0

Example:

```
<- { "event": "POWERDOWN",
      "timestamp": { "seconds": 1267040730, "microseconds": 682951 } }
```

RESET [Event]

Emitted when the virtual machine is reset

Arguments:

guest: boolean

If true, the reset was triggered by a guest request (such as a guest-initiated ACPI reboot request or other hardware-specific action) rather than a host request (such as the QMP command `system_reset`). (since 2.10)

reason: ShutdownCause

The `ShutdownCause` of the RESET. (since 4.0)

Since: 0.12.0

Example:

```
<- { "event": "RESET", "data": { "guest": false },
      "timestamp": { "seconds": 1267041653, "microseconds": 9518 } }
```

STOP [Event]

Emitted when the virtual machine is stopped

Since: 0.12.0

Example:

```
<- { "event": "STOP",
      "timestamp": { "seconds": 1267041730, "microseconds": 281295 } }
```

RESUME [Event]

Emitted when the virtual machine resumes execution

Since: 0.12.0

Example:

```
<- { "event": "RESUME",
      "timestamp": { "seconds": 1271770767, "microseconds": 582542 } }
```

SUSPEND [Event]

Emitted when guest enters a hardware suspension state, for example, S3 state, which is sometimes called standby state

Since: 1.1

Example:

```
<- { "event": "SUSPEND",
      "timestamp": { "seconds": 1344456160, "microseconds": 309119 } }
```

SUSPEND_DISK [Event]

Emitted when guest enters a hardware suspension state with data saved on disk, for example, S4 state, which is sometimes called hibernate state

Note: QEMU shuts down (similar to event SHUTDOWN) when entering this state

Since: 1.2

Example:

```
<- { "event": "SUSPEND_DISK",
      "timestamp": { "seconds": 1344456160, "microseconds": 309119 } }
```

WAKEUP [Event]

Emitted when the guest has woken up from suspend state and is running

Since: 1.1

Example:

```
<- { "event": "WAKEUP",
      "timestamp": { "seconds": 1344522075, "microseconds": 745528 } }
```

WATCHDOG [Event]

Emitted when the watchdog device's timer is expired

Arguments:

action: WatchdogAction
action that has been taken

Note: If action is "reset", "shutdown", or "pause" the WATCHDOG event is followed respectively by the RESET, SHUTDOWN, or STOP events

Note: This event is rate-limited.

Since: 0.13.0

Example:

```
<- { "event": "WATCHDOG",
      "data": { "action": "reset" },
      "timestamp": { "seconds": 1267061043, "microseconds": 959568 } }
```

WatchdogAction [Enum]

An enumeration of the actions taken when the watchdog device's timer is expired

Values:

reset	system resets
shutdown	system shutdown, note that it is similar to <code>powerdown</code> , which tries to set to system status and notify guest
poweroff	system poweroff, the emulator program exits
pause	system pauses, similar to <code>stop</code>
debug	system enters debug state
none	nothing is done

<code>inject-nmi</code>	a non-maskable interrupt is injected into the first VCPU (all VCPUS on x86) (since 2.4)	
Since:	2.1	
<code>watchdog-set-action</code>	Set watchdog action	[Command]
Arguments:		
<code>action:</code>	<code>WatchdogAction</code> Not documented	
Since:	2.11	
<code>GUEST_PANICKED</code>	Emitted when guest OS panic is detected	[Event]
Arguments:		
<code>action:</code>	<code>GuestPanicAction</code> action that has been taken, currently always "pause"	
<code>info:</code>	<code>GuestPanicInformation</code> (optional) information about a panic (since 2.9)	
Since:	1.5	
Example:		
	<pre><- { "event": "GUEST_PANICKED", "data": { "action": "pause" } }</pre>	
<code>GuestPanicAction</code>	An enumeration of the actions taken when guest OS panic is detected	[Enum]
Values:		
<code>pause</code>	system pauses	
<code>poweroff</code>	Not documented	
Since:	2.1 (poweroff since 2.8)	
<code>GuestPanicInformationType</code>	An enumeration of the guest panic information types	[Enum]
Values:		
<code>hyper-v</code>	hyper-v guest panic information type	
<code>s390</code>	s390 guest panic information type (Since: 2.12)	
Since:	2.9	
<code>GuestPanicInformation</code>	Information about a guest panic	[Object]
Members:		
<code>type:</code>	<code>GuestPanicInformationType</code> Crash type that defines the hypervisor specific information	

The members of `GuestPanicInformationHyperV` when `type` is "hyper-v"
 The members of `GuestPanicInformationS390` when `type` is "s390"

Since: 2.9

`GuestPanicInformationHyperV` [Object]

Hyper-V specific guest panic information (HV crash MSRs)

Members:

`arg1: int` Not documented

`arg2: int` Not documented

`arg3: int` Not documented

`arg4: int` Not documented

`arg5: int` Not documented

Since: 2.9

`S390CrashReason` [Enum]

Reason why the CPU is in a crashed state.

Values:

`unknown` no crash reason was set

`disabled-wait`
the CPU has entered a disabled wait state

`extint-loop`
clock comparator or cpu timer interrupt with new PSW enabled for external interrupts

`pgmint-loop`
program interrupt with BAD new PSW

`opint-loop`
operation exception interrupt with invalid code at the program interrupt new PSW

Since: 2.12

`GuestPanicInformationS390` [Object]

S390 specific guest panic information (PSW)

Members:

`core: int` core id of the CPU that crashed

`psw-mask: int`
control fields of guest PSW

`psw-addr: int`
guest instruction address

`reason: S390CrashReason`
guest crash reason

Since: 2.12

1.7 Cryptography

QCryptoTLSCredsEndpoint [Enum]

The type of network endpoint that will be using the credentials. Most types of credential require different setup / structures depending on whether they will be used in a server versus a client.

Values:

`client` the network endpoint is acting as the client

`server` the network endpoint is acting as the server

Since: 2.5

QCryptoSecretFormat [Enum]

The data format that the secret is provided in

Values:

`raw` raw bytes. When encoded in JSON only valid UTF-8 sequences can be used

`base64` arbitrary base64 encoded binary data

Since: 2.6

QCryptoHashAlgorithm [Enum]

The supported algorithms for computing content digests

Values:

`md5` MD5. Should not be used in any new code, legacy compat only

`sha1` SHA-1. Should not be used in any new code, legacy compat only

`sha224` SHA-224. (since 2.7)

`sha256` SHA-256. Current recommended strong hash.

`sha384` SHA-384. (since 2.7)

`sha512` SHA-512. (since 2.7)

`ripemd160`
RIPEMD-160. (since 2.7)

Since: 2.6

QCryptoCipherAlgorithm [Enum]

The supported algorithms for content encryption ciphers

Values:

`aes-128` AES with 128 bit / 16 byte keys

`aes-192` AES with 192 bit / 24 byte keys

`aes-256` AES with 256 bit / 32 byte keys

`des-rfb` RFB specific variant of single DES. Do not use except in VNC.

<code>3des</code>	3DES(EDE) with 192 bit / 24 byte keys (since 2.9)
<code>cast5-128</code>	Cast5 with 128 bit / 16 byte keys
<code>serpent-128</code>	Serpent with 128 bit / 16 byte keys
<code>serpent-192</code>	Serpent with 192 bit / 24 byte keys
<code>serpent-256</code>	Serpent with 256 bit / 32 byte keys
<code>twofish-128</code>	Twofish with 128 bit / 16 byte keys
<code>twofish-192</code>	Twofish with 192 bit / 24 byte keys
<code>twofish-256</code>	Twofish with 256 bit / 32 byte keys

Since: 2.6

QCryptoCipherMode

[Enum]

The supported modes for content encryption ciphers

Values:

<code>ecb</code>	Electronic Code Book
<code>cbc</code>	Cipher Block Chaining
<code>xts</code>	XEX with tweaked code book and ciphertext stealing
<code>ctr</code>	Counter (Since 2.8)

Since: 2.6

QCryptoIVGenAlgorithm

[Enum]

The supported algorithms for generating initialization vectors for full disk encryption. The 'plain' generator should not be used for disks with sector numbers larger than 2^{32} , except where compatibility with pre-existing Linux dm-crypt volumes is required.

Values:

<code>plain</code>	64-bit sector number truncated to 32-bits
<code>plain64</code>	64-bit sector number
<code>essiv</code>	64-bit sector number encrypted with a hash of the encryption key

Since: 2.6

QCryptoBlockFormat [Enum]

The supported full disk encryption formats

Values:

`qcow` QCow/QCow2 built-in AES-CBC encryption. Use only for liberating data from old images.

`luks` LUKS encryption format. Recommended for new images

Since: 2.6

QCryptoBlockOptionsBase [Object]

The common options that apply to all full disk encryption formats

Members:

`format`: `QCryptoBlockFormat`
the encryption format

Since: 2.6

QCryptoBlockOptionsQCow [Object]

The options that apply to QCow/QCow2 AES-CBC encryption format

Members:

`key-secret`: `string` (optional)
the ID of a `QCryptoSecret` object providing the decryption key. Mandatory except when probing image for metadata only.

Since: 2.6

QCryptoBlockOptionsLUKS [Object]

The options that apply to LUKS encryption format

Members:

`key-secret`: `string` (optional)
the ID of a `QCryptoSecret` object providing the decryption key. Mandatory except when probing image for metadata only.

Since: 2.6

QCryptoBlockCreateOptionsLUKS [Object]

The options that apply to LUKS encryption format initialization

Members:

`cipher-alg`: `QCryptoCipherAlgorithm` (optional)
the cipher algorithm for data encryption Currently defaults to 'aes-256'.

`cipher-mode`: `QCryptoCipherMode` (optional)
the cipher mode for data encryption Currently defaults to 'xts'

`ivgen-alg`: `QCryptoIVGenAlgorithm` (optional)
the initialization vector generator Currently defaults to 'plain64'

`ivgen-hash-alg`: `QCryptoHashAlgorithm` (optional)
the initialization vector generator hash Currently defaults to 'sha256'

hash-*alg*: `QCryptoHashAlgorithm` (optional)
the master key hash algorithm. Currently defaults to 'sha256'

iter-*time*: `int` (optional)
number of milliseconds to spend in PBKDF passphrase processing. Currently defaults to 2000. (since 2.8)

The members of `QCryptoBlockOptionsLUKS`

Since: 2.6

`QCryptoBlockOpenOptions` [Object]

The options that are available for all encryption formats when opening an existing volume

Members:

The members of `QCryptoBlockOptionsBase`

The members of `QCryptoBlockOptionsQcow` when format is "qcow"

The members of `QCryptoBlockOptionsLUKS` when format is "luks"

Since: 2.6

`QCryptoBlockCreateOptions` [Object]

The options that are available for all encryption formats when initializing a new volume

Members:

The members of `QCryptoBlockOptionsBase`

The members of `QCryptoBlockOptionsQcow` when format is "qcow"

The members of `QCryptoBlockCreateOptionsLUKS` when format is "luks"

Since: 2.6

`QCryptoBlockInfoBase` [Object]

The common information that applies to all full disk encryption formats

Members:

format: `QCryptoBlockFormat`
the encryption format

Since: 2.7

`QCryptoBlockInfoLUKSSlot` [Object]

Information about the LUKS block encryption key slot options

Members:

active: `boolean`
whether the key slot is currently in use

key-offset: `int`
offset to the key material in bytes

iters: `int` (optional)
number of PBKDF2 iterations for key material

`stripes: int` (optional)
 number of stripes for splitting key material

Since: 2.7

QCryptoBlockInfoLUKS [Object]

Information about the LUKS block encryption options

Members:

`cipher-alg: QCryptoCipherAlgorithm`
 the cipher algorithm for data encryption

`cipher-mode: QCryptoCipherMode`
 the cipher mode for data encryption

`ivgen-alg: QCryptoIVGenAlgorithm`
 the initialization vector generator

`ivgen-hash-alg: QCryptoHashAlgorithm` (optional)
 the initialization vector generator hash

`hash-alg: QCryptoHashAlgorithm`
 the master key hash algorithm

`payload-offset: int`
 offset to the payload data in bytes

`master-key-iters: int`
 number of PBKDF2 iterations for key material

`uuid: string`
 unique identifier for the volume

`slots: array of QCryptoBlockInfoLUKSSlot`
 information about each key slot

Since: 2.7

QCryptoBlockInfo [Object]

Information about the block encryption options

Members:

The members of `QCryptoBlockInfoBase`

The members of `QCryptoBlockInfoLUKS` when format is "luks"

Since: 2.7

1.8 Block devices

1.8.1 Block core (VM unrelated)

1.8.2 Background jobs

JobType [Enum]

Type of a background job.

Values:

<code>commit</code>	block commit job type, see "block-commit"
<code>stream</code>	block stream job type, see "block-stream"
<code>mirror</code>	drive mirror job type, see "drive-mirror"
<code>backup</code>	drive backup job type, see "drive-backup"
<code>create</code>	image creation job type, see "blockdev-create" (since 3.0)

Since: 1.7

JobStatus [Enum]

Indicates the present state of a given job in its lifetime.

Values:

<code>undefined</code>	Erroneous, default state. Should not ever be visible.
<code>created</code>	The job has been created, but not yet started.
<code>running</code>	The job is currently running.
<code>paused</code>	The job is running, but paused. The pause may be requested by either the QMP user or by internal processes.
<code>ready</code>	The job is running, but is ready for the user to signal completion. This is used for long-running jobs like mirror that are designed to run indefinitely.
<code>standby</code>	The job is ready, but paused. This is nearly identical to <code>paused</code> . The job may return to <code>ready</code> or otherwise be canceled.
<code>waiting</code>	The job is waiting for other jobs in the transaction to converge to the waiting state. This status will likely not be visible for the last job in a transaction.
<code>pending</code>	The job has finished its work, but has finalization steps that it needs to make prior to completing. These changes will require manual intervention via <code>job-finalize</code> if <code>auto-finalize</code> was set to false. These pending changes may still fail.
<code>aborting</code>	The job is in the process of being aborted, and will finish with an error. The job will afterwards report that it is <code>concluded</code> . This status may not be visible to the management process.
<code>concluded</code>	The job has finished all work. If <code>auto-dismiss</code> was set to false, the job will remain in the query list until it is dismissed via <code>job-dismiss</code> .
<code>null</code>	The job is in the process of being dismantled. This state should not ever be visible externally.

Since: 2.12

JobVerb [Enum]

Represents command verbs that can be applied to a job.

Values:

`cancel` see `job-cancel`
`pause` see `job-pause`
`resume` see `job-resume`
`set-speed`
 see `block-job-set-speed`
`complete` see `job-complete`
`dismiss` see `job-dismiss`
`finalize` see `job-finalize`

Since: 2.12

JOB_STATUS_CHANGE [Event]

Emitted when a job transitions to a different status.

Arguments:

`id: string`
 The job identifier
`status: JobStatus`
 The new job status

Since: 3.0

job-pause [Command]

Pause an active job.

This command returns immediately after marking the active job for pausing. Pausing an already paused job is an error.

The job will pause as soon as possible, which means transitioning into the PAUSED state if it was RUNNING, or into STANDBY if it was READY. The corresponding JOB_STATUS_CHANGE event will be emitted.

Cancelling a paused job automatically resumes it.

Arguments:

`id: string`
 The job identifier.

Since: 3.0

job-resume [Command]

Resume a paused job.

This command returns immediately after resuming a paused job. Resuming an already running job is an error.

`id` : The job identifier.

Arguments:

`id: string`
Not documented

Since: 3.0

job-cancel [Command]

Instruct an active background job to cancel at the next opportunity. This command returns immediately after marking the active job for cancellation.

The job will cancel as soon as possible and then emit a `JOB_STATUS_CHANGE` event. Usually, the status will change to `ABORTING`, but it is possible that a job successfully completes (e.g. because it was almost done and there was no opportunity to cancel earlier than completing the job) and transitions to `PENDING` instead.

Arguments:

`id: string`
The job identifier.

Since: 3.0

job-complete [Command]

Manually trigger completion of an active job in the `READY` state.

Arguments:

`id: string`
The job identifier.

Since: 3.0

job-dismiss [Command]

Deletes a job that is in the `CONCLUDED` state. This command only needs to be run explicitly for jobs that don't have automatic dismiss enabled.

This command will refuse to operate on any job that has not yet reached its terminal state, `JOB_STATUS_CONCLUDED`. For jobs that make use of `JOB_READY` event, `job-cancel` or `job-complete` will still need to be used as appropriate.

Arguments:

`id: string`
The job identifier.

Since: 3.0

job-finalize [Command]

Instructs all jobs in a transaction (or a single job if it is not part of any transaction) to finalize any graph changes and do any necessary cleanup. This command requires that all involved jobs are in the `PENDING` state.

For jobs in a transaction, instructing one job to finalize will force ALL jobs in the transaction to finalize, so it is only necessary to instruct a single member job to finalize.

Arguments:**id:** string

The identifier of any job in the transaction, or of a job that is not part of any transaction.

Since: 3.0**JobInfo** [Object]

Information about a job.

Members:**id:** string

The job identifier

type: JobType

The kind of job that is being performed

status: JobStatus

Current job state/status

current-progress: int

Progress made until now. The unit is arbitrary and the value can only meaningfully be used for the ratio of **current-progress** to **total-progress**. The value is monotonically increasing.

total-progress: int

Estimated **current-progress** value at the completion of the job. This value can arbitrarily change while the job is running, in both directions.

error: string (optional)

If this field is present, the job failed; if it is still missing in the CONCLUDED state, this indicates successful completion.

The value is a human-readable error message to describe the reason for the job failure. It should not be parsed by applications.

Since: 3.0**query-jobs** [Command]

Return information about jobs.

Returns: a list with a JobInfo for each active job**Since:** 3.0**SnapshotInfo** [Object]**Members:****id:** string

unique snapshot id

name: string

user chosen name

vm-state-size: int

size of the VM state

date-sec: int
UTC date of the snapshot in seconds

date-nsec: int
fractional part in nano seconds to be used with date-sec

vm-clock-sec: int
VM clock relative to boot in seconds

vm-clock-nsec: int
fractional part in nano seconds to be used with vm-clock-sec

Since: 1.3

ImageInfoSpecificQCow2EncryptionBase [Object]

Members:

format: BlockdevQcow2EncryptionFormat
The encryption format

Since: 2.10

ImageInfoSpecificQCow2Encryption [Object]

Members:

The members of **ImageInfoSpecificQCow2EncryptionBase**
The members of **QCryptoBlockInfoLUKS** when format is "luks"

Since: 2.10

ImageInfoSpecificQCow2 [Object]

Members:

compat: string
compatibility level

data-file: string (optional)
the filename of the external data file that is stored in the image and used as a default for opening the image (since: 4.0)

data-file-raw: boolean (optional)
True if the external data file must stay valid as a standalone (read-only) raw image without looking at qcow2 metadata (since: 4.0)

lazy-refcounts: boolean (optional)
on or off; only valid for compat \geq 1.1

corrupt: boolean (optional)
true if the image has been marked corrupt; only valid for compat \geq 1.1 (since 2.2)

refcount-bits: int
width of a refcount entry in bits (since 2.3)

encrypt: ImageInfoSpecificQCow2Encryption (optional)
details about encryption parameters; only set if image is encrypted (since 2.10)

bitmaps: array of `Qcow2BitmapInfo` (optional)
A list of qcow2 bitmap details (since 4.0)

Since: 1.7

`ImageInfoSpecificVmdk` [Object]

Members:

create-type: string
The create type of VMDK image

cid: int Content id of image

parent-cid: int
Parent VMDK image's cid

extents: array of `ImageInfo`
List of extent files

Since: 1.7

`ImageInfoSpecific` [Object]

A discriminated record of image format specific information structures.

Members:

type One of "qcow2", "vmdk", "luks"

data: `ImageInfoSpecificQCow2` when type is "qcow2"

data: `ImageInfoSpecificVmdk` when type is "vmdk"

data: `QCryptoBlockInfoLUKS` when type is "luks"

Since: 1.7

`ImageInfo` [Object]

Information about a QEMU image file

Members:

filename: string
name of the image file

format: string
format of the image file

virtual-size: int
maximum capacity in bytes of the image

actual-size: int (optional)
actual size on disk in bytes of the image

dirty-flag: boolean (optional)
true if image is not cleanly closed

cluster-size: int (optional)
size of a cluster in bytes

encrypted: boolean (optional)
true if the image is encrypted

compressed: `boolean` (optional)
 true if the image is compressed (Since 1.7)

backing-filename: `string` (optional)
 name of the backing file

full-backing-filename: `string` (optional)
 full path of the backing file

backing-filename-format: `string` (optional)
 the format of the backing file

snapshots: array of `SnapshotInfo` (optional)
 list of VM snapshots

backing-image: `ImageInfo` (optional)
 info of the backing image (since 1.6)

format-specific: `ImageInfoSpecific` (optional)
 structure supplying additional format-specific information (since 1.7)

Since: 1.3

ImageCheck

[Object]

Information about a QEMU image file check

Members:

filename: `string`
 name of the image file checked

format: `string`
 format of the image file checked

check-errors: `int`
 number of unexpected errors occurred during check

image-end-offset: `int` (optional)
 offset (in bytes) where the image ends, this field is present if the driver for the image format supports it

corruptions: `int` (optional)
 number of corruptions found during the check if any

leaks: `int` (optional)
 number of leaks found during the check if any

corruptions-fixed: `int` (optional)
 number of corruptions fixed during the check if any

leaks-fixed: `int` (optional)
 number of leaks fixed during the check if any

total-clusters: `int` (optional)
 total number of clusters, this field is present if the driver for the image format supports it

allocated-clusters: int (optional)
total number of allocated clusters, this field is present if the driver for the image format supports it

fragmented-clusters: int (optional)
total number of fragmented clusters, this field is present if the driver for the image format supports it

compressed-clusters: int (optional)
total number of compressed clusters, this field is present if the driver for the image format supports it

Since: 1.4

MapEntry [Object]

Mapping information from a virtual block range to a host file range

Members:

start: int
the start byte of the mapped virtual range

length: int
the number of bytes of the mapped virtual range

data: boolean
whether the mapped range has data

zero: boolean
whether the virtual blocks are zeroed

depth: int
the depth of the mapping

offset: int (optional)
the offset in file that the virtual sectors are mapped to

filename: string (optional)
filename that is referred to by **offset**

Since: 2.6

BlockdevCacheInfo [Object]

Cache mode information for a block device

Members:

writeback: boolean
true if writeback mode is enabled

direct: boolean
true if the host page cache is bypassed (O_DIRECT)

no-flush: boolean
true if flush requests are ignored for the device

Since: 2.3

BlockDeviceInfo [Object]

Information about the backing device for a block device.

Members:

file: string

the filename of the backing device

node-name: string (optional)

the name of the block driver node (Since 2.0)

ro: boolean

true if the backing device was open read-only

drv: string

the name of the block format used to open the backing device. As of 0.14.0 this can be: 'blkdebug', 'bochs', 'cloop', 'cow', 'dmg', 'file', 'file', 'ftp', 'ftps', 'host_cdrom', 'host_device', 'http', 'https', 'luks', 'nbd', 'parallels', 'qcow', 'qcow2', 'raw', 'vdi', 'vmdk', 'vpc', 'vvfat' 2.2: 'archipelago' added, 'cow' dropped 2.3: 'host_floppy' deprecated 2.5: 'host_floppy' dropped 2.6: 'luks' added 2.8: 'replication' added, 'tftp' dropped 2.9: 'archipelago' dropped

backing_file: string (optional)

the name of the backing file (for copy-on-write)

backing_file_depth: int

number of files in the backing file chain (since: 1.2)

encrypted: boolean

true if the backing device is encrypted

encryption_key_missing: boolean

Deprecated; always false

detect_zeroes: BlockdevDetectZeroesOptions

detect and optimize zero writes (Since 2.1)

bps: int total throughput limit in bytes per second is specified

bps_rd: int

read throughput limit in bytes per second is specified

bps_wr: int

write throughput limit in bytes per second is specified

iops: int total I/O operations per second is specified

iops_rd: int

read I/O operations per second is specified

iops_wr: int

write I/O operations per second is specified

image: ImageInfo

the info of image used (since: 1.6)

bps_max: `int` (optional)
total throughput limit during bursts, in bytes (Since 1.7)

bps_rd_max: `int` (optional)
read throughput limit during bursts, in bytes (Since 1.7)

bps_wr_max: `int` (optional)
write throughput limit during bursts, in bytes (Since 1.7)

iops_max: `int` (optional)
total I/O operations per second during bursts, in bytes (Since 1.7)

iops_rd_max: `int` (optional)
read I/O operations per second during bursts, in bytes (Since 1.7)

iops_wr_max: `int` (optional)
write I/O operations per second during bursts, in bytes (Since 1.7)

bps_max_length: `int` (optional)
maximum length of the **bps_max** burst period, in seconds. (Since 2.6)

bps_rd_max_length: `int` (optional)
maximum length of the **bps_rd_max** burst period, in seconds. (Since 2.6)

bps_wr_max_length: `int` (optional)
maximum length of the **bps_wr_max** burst period, in seconds. (Since 2.6)

iops_max_length: `int` (optional)
maximum length of the **iops** burst period, in seconds. (Since 2.6)

iops_rd_max_length: `int` (optional)
maximum length of the **iops_rd_max** burst period, in seconds. (Since 2.6)

iops_wr_max_length: `int` (optional)
maximum length of the **iops_wr_max** burst period, in seconds. (Since 2.6)

iops_size: `int` (optional)
an I/O size in bytes (Since 1.7)

group: `string` (optional)
throttle group name (Since 2.4)

cache: `BlockdevCacheInfo`
the cache mode used for the block device (since: 2.3)

write_threshold: `int`
configured write threshold for the device. 0 if disabled. (Since 2.3)

dirty-bitmaps: `array of BlockDirtyInfo` (optional)
dirty bitmaps information (only present if node has one or more dirty bitmaps) (Since 4.2)

Since: 0.14.0

BlockDeviceIoStatus [Enum]

An enumeration of block device I/O status.

Values:

- ok** The last I/O operation has succeeded
- failed** The last I/O operation has failed
- nospace** The last I/O operation has failed due to a no-space condition

Since: 1.0

BlockDeviceMapEntry [Object]

Entry in the metadata map of the device (returned by "qemu-img map")

Members:

- start: int**
Offset in the image of the first byte described by this entry (in bytes)
- length: int**
Length of the range described by this entry (in bytes)
- depth: int**
Number of layers (0 = top image, 1 = top image's backing file, etc.) before reaching one for which the range is allocated. The value is in the range 0 to the depth of the image chain - 1.
- zero: boolean**
the sectors in this range read as zeros
- data: boolean**
reading the image will actually read data from a file (in particular, if **offset** is present this means that the sectors are not simply preallocated, but contain actual data in raw format)
- offset: int (optional)**
if present, the image file stores the data for this range in raw format at the given offset.

Since: 1.7

DirtyBitmapStatus [Enum]

An enumeration of possible states that a dirty bitmap can report to the user.

Values:

- frozen** The bitmap is currently in-use by some operation and is immutable. If the bitmap was **active** prior to the operation, new writes by the guest are being recorded in a temporary buffer, and will not be lost. Generally, bitmaps are cleared on successful use in an operation and the temporary buffer is committed into the bitmap. On failure, the temporary buffer is merged back into the bitmap without first clearing it. Please refer to the documentation for each bitmap-using operation, See also **blockdev-backup**, **drive-backup**.

- disabled** The bitmap is not currently recording new writes by the guest. This is requested explicitly via `block-dirty-bitmap-disable`. It can still be cleared, deleted, or used for backup operations.
- active** The bitmap is actively monitoring for new writes, and can be cleared, deleted, or used for backup operations.
- locked** The bitmap is currently in-use by some operation and is immutable. If the bitmap was **active** prior to the operation, it is still recording new writes. If the bitmap was **disabled**, it is not recording new writes. (Since 2.12)
- inconsistent** This is a persistent dirty bitmap that was marked in-use on disk, and is unusable by QEMU. It can only be deleted. Please rely on the `inconsistent` field in `BlockDirtyInfo` instead, as the `status` field is deprecated. (Since 4.0)

Since: 2.4

BlockDirtyInfo [Object]

Block dirty bitmap information.

Members:

- name:** `string` (optional)
the name of the dirty bitmap (Since 2.4)
- count:** `int`
number of dirty bytes according to the dirty bitmap
- granularity:** `int`
granularity of the dirty bitmap in bytes (since 1.4)
- status:** `DirtyBitmapStatus`
Deprecated in favor of `recording` and `locked`. (since 2.4)
- recording:** `boolean`
true if the bitmap is recording new writes from the guest. Replaces ‘active’ and ‘disabled’ statuses. (since 4.0)
- busy:** `boolean`
true if the bitmap is in-use by some operation (NBD or jobs) and cannot be modified via QMP or used by another operation. Replaces ‘locked’ and ‘frozen’ statuses. (since 4.0)
- persistent:** `boolean`
true if the bitmap was stored on disk, is scheduled to be stored on disk, or both. (since 4.0)
- inconsistent:** `boolean` (optional)
true if this is a persistent bitmap that was improperly stored. Implies `persistent` to be true; `recording` and `busy` to be false. This bitmap cannot be used. To remove it, use `block-dirty-bitmap-remove`. (Since 4.0)

Since: 1.3

Qcow2BitmapInfoFlags [Enum]

An enumeration of flags that a bitmap can report to the user.

Values:

in-use This flag is set by any process actively modifying the qcow2 file, and cleared when the updated bitmap is flushed to the qcow2 image. The presence of this flag in an offline image means that the bitmap was not saved correctly after its last usage, and may contain inconsistent data.

auto The bitmap must reflect all changes of the virtual disk by any application that would write to this qcow2 file.

Since: 4.0

Qcow2BitmapInfo [Object]

Qcow2 bitmap information.

Members:

name: string
the name of the bitmap

granularity: int
granularity of the bitmap in bytes

flags: array of Qcow2BitmapInfoFlags
flags of the bitmap

Since: 4.0

BlockLatencyHistogramInfo [Object]

Block latency histogram.

Members:

boundaries: array of int
list of interval boundary values in nanoseconds, all greater than zero and in ascending order. For example, the list [10, 50, 100] produces the following histogram intervals: [0, 10), [10, 50), [50, 100), [100, +inf).

bins: array of int
list of io request counts corresponding to histogram intervals. $\text{len}(\text{bins}) = \text{len}(\text{boundaries}) + 1$ For the example above, **bins** may be something like [3, 1, 5, 2], and corresponding histogram looks like:

```
5| * 4| * 3|  2|  * 1|  +----- 10 50 100
```

Since: 4.0

block-latency-histogram-set [Command]

Manage read, write and flush latency histograms for the device.

If only **id** parameter is specified, remove all present latency histograms for the device. Otherwise, add/reset some of (or all) latency histograms.

Arguments:**id:** string

The name or QOM path of the guest device.

boundaries: array of int (optional)list of interval boundary values (see description in BlockLatencyHistogramInfo definition). If specified, all latency histograms are removed, and empty ones created for all io types with intervals corresponding to **boundaries** (except for io types, for which specific boundaries are set through the following parameters).**boundaries-read:** array of int (optional)list of interval boundary values for read latency histogram. If specified, old read latency histogram is removed, and empty one created with intervals corresponding to **boundaries-read**. The parameter has higher priority than **boundaries**.**boundaries-write:** array of int (optional)

list of interval boundary values for write latency histogram.

boundaries-flush: array of int (optional)

list of interval boundary values for flush latency histogram.

Returns: error if device is not found or any boundary arrays are invalid.**Since:** 4.0**Example:**

```
set new histograms for all io types with intervals
[0, 10), [10, 50), [50, 100), [100, +inf):
```

```
-> { "execute": "block-latency-histogram-set",
      "arguments": { "id": "drive0",
                    "boundaries": [10, 50, 100] } }
<- { "return": {} }
```

Example:

```
set new histogram only for write, other histograms will remain
not changed (or not created):
```

```
-> { "execute": "block-latency-histogram-set",
      "arguments": { "id": "drive0",
                    "boundaries-write": [10, 50, 100] } }
<- { "return": {} }
```

Example:

```
set new histograms with the following intervals:
  read, flush: [0, 10), [10, 50), [50, 100), [100, +inf)
  write: [0, 1000), [1000, 5000), [5000, +inf)
```

```
-> { "execute": "block-latency-histogram-set",
      "arguments": { "id": "drive0",
```

```

        "boundaries": [10, 50, 100],
        "boundaries-write": [1000, 5000] } }
<- { "return": {} }

```

Example:

remove all latency histograms:

```

-> { "execute": "block-latency-histogram-set",
    "arguments": { "id": "drive0" } }
<- { "return": {} }

```

BlockInfo [Object]

Block device information. This structure describes a virtual device and the backing device associated with it.

Members:

device: string

The device name associated with the virtual device.

qdev: string (optional)

The qdev ID, or if no ID is assigned, the QOM path of the block device. (since 2.10)

type: string

This field is returned only for compatibility reasons, it should not be used (always returns 'unknown')

removable: boolean

True if the device supports removable media.

locked: boolean

True if the guest has locked this device from having its media removed

tray_open: boolean (optional)

True if the device's tray is open (only present if it has a tray)

dirty-bitmaps: array of BlockDirtyInfo (optional)

dirty bitmaps information (only present if the driver has one or more dirty bitmaps) (Since 2.0) Deprecated in 4.2; see BlockDeviceInfo instead.

io-status: BlockDeviceIoStatus (optional)

BlockDeviceIoStatus. Only present if the device supports it and the VM is configured to stop on errors (supported device models: virtio-blk, IDE, SCSI except scsi-generic)

inserted: BlockDeviceInfo (optional)

BlockDeviceInfo describing the device if media is present

Since: 0.14.0

BlockMeasureInfo [Object]

Image file size calculation information. This structure describes the size requirements for creating a new image file.

The size requirements depend on the new image file format. File size always equals virtual disk size for the 'raw' format, even for sparse POSIX files. Compact formats such as 'qcow2' represent unallocated and zero regions efficiently so file size may be smaller than virtual disk size.

The values are upper bounds that are guaranteed to fit the new image file. Subsequent modification, such as internal snapshot or bitmap creation, may require additional space and is not covered here.

Members:

`required: int`

Size required for a new image file, in bytes.

`fully-allocated: int`

Image file size, in bytes, once data has been written to all sectors.

Since: 2.10

`query-block`

[Command]

Get a list of `BlockInfo` for all virtual block devices.

Returns: a list of `BlockInfo` describing each virtual block device. Filter nodes that were created implicitly are skipped over.

Since: 0.14.0

Example:

```
-> { "execute": "query-block" }
<- {
  "return": [
    {
      "io-status": "ok",
      "device": "ide0-hd0",
      "locked": false,
      "removable": false,
      "inserted": {
        "ro": false,
        "drv": "qcow2",
        "encrypted": false,
        "file": "disks/test.qcow2",
        "backing_file_depth": 1,
        "bps": 1000000,
        "bps_rd": 0,
        "bps_wr": 0,
        "iops": 1000000,
        "iops_rd": 0,
        "iops_wr": 0,
        "bps_max": 8000000,
        "bps_rd_max": 0,
        "bps_wr_max": 0,
        "iops_max": 0,
      }
    }
  ]
}
```

```

    "iops_rd_max": 0,
    "iops_wr_max": 0,
    "iops_size": 0,
    "detect_zeroes": "on",
    "write_threshold": 0,
    "image":{
      "filename":"disks/test.qcow2",
      "format":"qcow2",
      "virtual-size":2048000,
      "backing_file":"base.qcow2",
      "full-backing-filename":"disks/base.qcow2",
      "backing-filename-format":"qcow2",
      "snapshots":[
        {
          "id": "1",
          "name": "snapshot1",
          "vm-state-size": 0,
          "date-sec": 10000200,
          "date-nsec": 12,
          "vm-clock-sec": 206,
          "vm-clock-nsec": 30
        }
      ],
      "backing-image":{
        "filename":"disks/base.qcow2",
        "format":"qcow2",
        "virtual-size":2048000
      }
    }
  },
  "qdev": "ide_disk",
  "type":"unknown"
},
{
  "io-status": "ok",
  "device":"ide1-cd0",
  "locked":false,
  "removable":true,
  "qdev": "/machine/unattached/device[23]",
  "tray_open": false,
  "type":"unknown"
},
{
  "device":"floppy0",
  "locked":false,
  "removable":true,
  "qdev": "/machine/unattached/device[20]",

```

```

        "type":"unknown"
    },
    {
        "device":"sd0",
        "locked":false,
        "removable":true,
        "type":"unknown"
    }
]
}

```

BlockDeviceTimedStats

[Object]

Statistics of a block device during a given interval of time.

Members:

interval_length: int

Interval used for calculating the statistics, in seconds.

min_rd_latency_ns: int

Minimum latency of read operations in the defined interval, in nanoseconds.

min_wr_latency_ns: int

Minimum latency of write operations in the defined interval, in nanoseconds.

min_flush_latency_ns: int

Minimum latency of flush operations in the defined interval, in nanoseconds.

max_rd_latency_ns: int

Maximum latency of read operations in the defined interval, in nanoseconds.

max_wr_latency_ns: int

Maximum latency of write operations in the defined interval, in nanoseconds.

max_flush_latency_ns: int

Maximum latency of flush operations in the defined interval, in nanoseconds.

avg_rd_latency_ns: int

Average latency of read operations in the defined interval, in nanoseconds.

avg_wr_latency_ns: int

Average latency of write operations in the defined interval, in nanoseconds.

avg_flush_latency_ns: int

Average latency of flush operations in the defined interval, in nanoseconds.

avg_rd_queue_depth: number
Average number of pending read operations in the defined interval.

avg_wr_queue_depth: number
Average number of pending write operations in the defined interval.

Since: 2.5

BlockDeviceStats [Object]

Statistics of a virtual block device or a block backing device.

Members:

rd_bytes: int
The number of bytes read by the device.

wr_bytes: int
The number of bytes written by the device.

unmap_bytes: int
The number of bytes unmapped by the device (Since 4.2)

rd_operations: int
The number of read operations performed by the device.

wr_operations: int
The number of write operations performed by the device.

flush_operations: int
The number of cache flush operations performed by the device (since 0.15.0)

unmap_operations: int
The number of unmap operations performed by the device (Since 4.2)

rd_total_time_ns: int
Total time spent on reads in nanoseconds (since 0.15.0).

wr_total_time_ns: int
Total time spent on writes in nanoseconds (since 0.15.0).

flush_total_time_ns: int
Total time spent on cache flushes in nanoseconds (since 0.15.0).

unmap_total_time_ns: int
Total time spent on unmap operations in nanoseconds (Since 4.2)

wr_highest_offset: int
The offset after the greatest byte written to the device. The intended use of this information is for growable sparse files (like qcow2) that are used on top of a physical device.

rd_merged: int
Number of read requests that have been merged into another request (Since 2.3).

wr_merged: int
Number of write requests that have been merged into another request (Since 2.3).

unmap_merged: int
Number of unmap requests that have been merged into another request (Since 4.2)

idle_time_ns: int (optional)
Time since the last I/O operation, in nanoseconds. If the field is absent it means that there haven't been any operations yet (Since 2.5).

failed_rd_operations: int
The number of failed read operations performed by the device (Since 2.5)

failed_wr_operations: int
The number of failed write operations performed by the device (Since 2.5)

failed_flush_operations: int
The number of failed flush operations performed by the device (Since 2.5)

failed_unmap_operations: int
The number of failed unmap operations performed by the device (Since 4.2)

invalid_rd_operations: int
The number of invalid read operations performed by the device (Since 2.5)

invalid_wr_operations: int
The number of invalid write operations performed by the device (Since 2.5)

invalid_flush_operations: int
The number of invalid flush operations performed by the device (Since 2.5)

invalid_unmap_operations: int
The number of invalid unmap operations performed by the device (Since 4.2)

account_invalid: boolean
Whether invalid operations are included in the last access statistics (Since 2.5)

account_failed: boolean
Whether failed operations are included in the latency and last access statistics (Since 2.5)

timed_stats: array of BlockDeviceTimedStats
Statistics specific to the set of previously defined intervals of time (Since 2.5)

`rd_latency_histogram`: `BlockLatencyHistogramInfo` (optional)
 `BlockLatencyHistogramInfo`. (Since 4.0)

`wr_latency_histogram`: `BlockLatencyHistogramInfo` (optional)
 `BlockLatencyHistogramInfo`. (Since 4.0)

`flush_latency_histogram`: `BlockLatencyHistogramInfo` (optional)
 `BlockLatencyHistogramInfo`. (Since 4.0)

Since: 0.14.0

`BlockStatsSpecificFile` [Object]

File driver statistics

Members:

`discard-nb-ok`: `int`
 The number of successful discard operations performed by the driver.

`discard-nb-failed`: `int`
 The number of failed discard operations performed by the driver.

`discard-bytes-ok`: `int`
 The number of bytes discarded by the driver.

Since: 4.2

`BlockStatsSpecific` [Object]

Block driver specific statistics

Members:

`driver`: `BlockdevDriver`
 Not documented

The members of `BlockStatsSpecificFile` when `driver` is "file"
 The members of `BlockStatsSpecificFile` when `driver` is "host_device"

Since: 4.2

`BlockStats` [Object]

Statistics of a virtual block device or a block backing device.

Members:

`device`: `string` (optional)
 If the stats are for a virtual block device, the name corresponding to the virtual block device.

`node-name`: `string` (optional)
 The node name of the device. (Since 2.3)

`qdev`: `string` (optional)
 The qdev ID, or if no ID is assigned, the QOM path of the block device.
 (since 3.0)

`stats`: `BlockDeviceStats`
 A `BlockDeviceStats` for the device.

driver-specific: `BlockStatsSpecific` (optional)
Optional driver-specific stats. (Since 4.2)

parent: `BlockStats` (optional)
This describes the file block device if it has one. Contains recursively the statistics of the underlying protocol (e.g. the host file for a qcow2 image). If there is no underlying protocol, this field is omitted

backing: `BlockStats` (optional)
This describes the backing block device if it has one. (Since 2.0)

Since: 0.14.0

query-blockstats [Command]

Query the `BlockStats` for all virtual block devices.

Arguments:

query-nodes: `boolean` (optional)
If true, the command will query all the block nodes that have a node name, in a list which will include "parent" information, but not "backing". If false or omitted, the behavior is as before - query all the device backends, recursively including their "parent" and "backing". Filter nodes that were created implicitly are skipped over in this mode. (Since 2.3)

Returns: A list of `BlockStats` for each virtual block devices.

Since: 0.14.0

Example:

```
-> { "execute": "query-blockstats" }
<- {
  "return": [
    {
      "device": "ide0-hd0",
      "parent": {
        "stats": {
          "wr_highest_offset": 3686448128,
          "wr_bytes": 9786368,
          "wr_operations": 751,
          "rd_bytes": 122567168,
          "rd_operations": 36772,
          "wr_total_times_ns": 313253456,
          "rd_total_times_ns": 3465673657,
          "flush_total_times_ns": 49653,
          "flush_operations": 61,
          "rd_merged": 0,
          "wr_merged": 0,
          "idle_time_ns": 2953431879,
          "account_invalid": true,
          "account_failed": false
        }
      }
    }
  ]
}
```

```

    }
  },
  "stats":{
    "wr_highest_offset":2821110784,
    "wr_bytes":9786368,
    "wr_operations":692,
    "rd_bytes":122739200,
    "rd_operations":36604
    "flush_operations":51,
    "wr_total_times_ns":313253456
    "rd_total_times_ns":3465673657
    "flush_total_times_ns":49653,
    "rd_merged":0,
    "wr_merged":0,
    "idle_time_ns":2953431879,
    "account_invalid":true,
    "account_failed":false
  },
  "qdev": "/machine/unattached/device[23]"
},
{
  "device":"ide1-cd0",
  "stats":{
    "wr_highest_offset":0,
    "wr_bytes":0,
    "wr_operations":0,
    "rd_bytes":0,
    "rd_operations":0
    "flush_operations":0,
    "wr_total_times_ns":0
    "rd_total_times_ns":0
    "flush_total_times_ns":0,
    "rd_merged":0,
    "wr_merged":0,
    "account_invalid":false,
    "account_failed":false
  },
  "qdev": "/machine/unattached/device[24]"
},
{
  "device":"floppy0",
  "stats":{
    "wr_highest_offset":0,
    "wr_bytes":0,
    "wr_operations":0,
    "rd_bytes":0,
    "rd_operations":0
  }
}

```

```

        "flush_operations":0,
        "wr_total_times_ns":0
        "rd_total_times_ns":0
        "flush_total_times_ns":0,
        "rd_merged":0,
        "wr_merged":0,
        "account_invalid":false,
        "account_failed":false
    },
    "qdev": "/machine/unattached/device[16]"
},
{
    "device":"sd0",
    "stats":{
        "wr_highest_offset":0,
        "wr_bytes":0,
        "wr_operations":0,
        "rd_bytes":0,
        "rd_operations":0
        "flush_operations":0,
        "wr_total_times_ns":0
        "rd_total_times_ns":0
        "flush_total_times_ns":0,
        "rd_merged":0,
        "wr_merged":0,
        "account_invalid":false,
        "account_failed":false
    }
}
]
}

```

BlockdevOnError [Enum]

An enumeration of possible behaviors for errors on I/O operations. The exact meaning depends on whether the I/O was initiated by a guest or by a block job

Values:

- report** for guest operations, report the error to the guest; for jobs, cancel the job
- ignore** ignore the error, only report a QMP event (BLOCK_IO_ERROR or BLOCK_JOB_ERROR)
- enospc** same as **stop** on ENOSPC, same as **report** otherwise.
- stop** for guest operations, stop the virtual machine; for jobs, pause the job
- auto** inherit the error handling policy of the backend (since: 2.7)

Since: 1.3

MirrorSyncMode [Enum]

An enumeration of possible behaviors for the initial synchronization phase of storage mirroring.

Values:

- top** copies data in the topmost image to the destination
- full** copies data from all images to the destination
- none** only copy data written from now on
- incremental** only copy data described by the dirty bitmap. (since: 2.4)
- bitmap** only copy data described by the dirty bitmap. (since: 4.2) Behavior on completion is determined by the BitmapSyncMode.

Since: 1.3

BitmapSyncMode [Enum]

An enumeration of possible behaviors for the synchronization of a bitmap when used for data copy operations.

Values:

- on-success** The bitmap is only synced when the operation is successful. This is the behavior always used for 'INCREMENTAL' backups.
- never** The bitmap is never synchronized with the operation, and is treated solely as a read-only manifest of blocks to copy.
- always** The bitmap is always synchronized with the operation, regardless of whether or not the operation was successful.

Since: 4.2

MirrorCopyMode [Enum]

An enumeration whose values tell the mirror block job when to trigger writes to the target.

Values:

- background** copy data in background only.
- write-blocking** when data is written to the source, write it (synchronously) to the target as well. In addition, data is copied in background just like in **background** mode.

Since: 3.0

BlockJobInfo [Object]

Information about a long-running block device operation.

Members:

- type: string** the job type ('stream' for image streaming)

device: string
The job identifier. Originally the device name but other values are allowed since QEMU 2.7

len: int Estimated **offset** value at the completion of the job. This value can arbitrarily change while the job is running, in both directions.

offset: int
Progress made until now. The unit is arbitrary and the value can only meaningfully be used for the ratio of **offset** to **len**. The value is monotonically increasing.

busy: boolean
false if the job is known to be in a quiescent state, with no pending I/O. Since 1.3.

paused: boolean
whether the job is paused or, if **busy** is true, will pause itself as soon as possible. Since 1.3.

speed: int
the rate limit, bytes per second

io-status: BlockDeviceIoStatus
the status of the job (since 1.3)

ready: boolean
true if the job may be completed (since 2.2)

status: JobStatus
Current job state/status (since 2.12)

auto-finalize: boolean
Job will finalize itself when PENDING, moving to the CONCLUDED state. (since 2.12)

auto-dismiss: boolean
Job will dismiss itself when CONCLUDED, moving to the NULL state and disappearing from the query list. (since 2.12)

error: string (optional)
Error information if the job did not complete successfully. Not set if the job completed successfully. (since 2.12.1)

Since: 1.1

query-block-jobs [Command]

Return information about long-running block device operations.

Returns: a list of `BlockJobInfo` for each active block job

Since: 1.1

block_passwd [Command]

This command sets the password of a block device that has not been open with a password and requires one.

This command is now obsolete and will always return an error since 2.10

Arguments:

`device`: string (optional)
Not documented

`node-name`: string (optional)
Not documented

`password`: string
Not documented

`block_resize` [Command]

Resize a block image while a guest is running.

Either `device` or `node-name` must be set but not both.

Arguments:

`device`: string (optional)
the name of the device to get the image resized

`node-name`: string (optional)
graph node name to get the image resized (Since 2.0)

`size`: int new image size in bytes

Returns: nothing on success If `device` is not a valid block device, DeviceNotFound

Since: 0.14.0

Example:

```
-> { "execute": "block_resize",
    "arguments": { "device": "scratch", "size": 1073741824 } }
<- { "return": {} }
```

`NewImageMode` [Enum]

An enumeration that tells QEMU how to set the backing file path in a new image file.

Values:

`existing` QEMU should look for an existing image file.

`absolute-paths`
QEMU should create a new image with absolute paths for the backing file. If there is no backing file available, the new image will not be backed either.

Since: 1.1

`BlockdevSnapshotSync` [Object]

Either `device` or `node-name` must be set but not both.

Members:

`device`: string (optional)
the name of the device to take a snapshot of.

node-name: `string` (optional)
graph node name to generate the snapshot from (Since 2.0)

snapshot-file: `string`
the target of the new overlay image. If the file exists, or if it is a device, the overlay will be created in the existing file/device. Otherwise, a new file will be created.

snapshot-node-name: `string` (optional)
the graph node name of the new image (Since 2.0)

format: `string` (optional)
the format of the overlay image, default is 'qcow2'.

mode: `NewImageMode` (optional)
whether and how QEMU should create a new image, default is 'absolute-paths'.

BlockdevSnapshot [Object]

Members:

node: `string`
device or node name that will have a snapshot taken.

overlay: `string`
reference to the existing block device that will become the overlay of `node`, as part of taking the snapshot. It must not have a current backing file (this can be achieved by passing "backing": null to blockdev-add).

Since: 2.5

BackupCommon [Object]

Members:

job-id: `string` (optional)
identifier for the newly-created block job. If omitted, the device name will be used. (Since 2.7)

device: `string`
the device name or node-name of a root node which should be copied.

sync: `MirrorSyncMode`
what parts of the disk image should be copied to the destination (all the disk, only the sectors allocated in the topmost image, from a dirty bitmap, or only new I/O).

speed: `int` (optional)
the maximum speed, in bytes per second. The default is 0, for unlimited.

bitmap: `string` (optional)
The name of a dirty bitmap to use. Must be present if sync is "bitmap" or "incremental". Can be present if sync is "full" or "top". Must not be present otherwise. (Since 2.4 (drive-backup), 3.1 (blockdev-backup))

- bitmap-mode:** `BitmapSyncMode` (optional)
 Specifies the type of data the bitmap should contain after the operation concludes. Must be present if a bitmap was provided, Must NOT be present otherwise. (Since 4.2)
- compress:** `boolean` (optional)
 true to compress data, if the target format supports it. (default: false) (since 2.8)
- on-source-error:** `BlockdevOnError` (optional)
 the action to take on an error on the source, default 'report'. 'stop' and 'enospc' can only be used if the block device supports io-status (see `BlockInfo`).
- on-target-error:** `BlockdevOnError` (optional)
 the action to take on an error on the target, default 'report' (no limitations, since this applies to a different block device than `device`).
- auto-finalize:** `boolean` (optional)
 When false, this job will wait in a PENDING state after it has finished its work, waiting for `block-job-finalize` before making any block graph changes. When true, this job will automatically perform its abort or commit actions. Defaults to true. (Since 2.12)
- auto-dismiss:** `boolean` (optional)
 When false, this job will wait in a CONCLUDED state after it has completely ceased all work, and awaits `block-job-dismiss`. When true, this job will automatically disappear from the query list without user intervention. Defaults to true. (Since 2.12)
- filter-node-name:** `string` (optional)
 the node name that should be assigned to the filter driver that the backup job inserts into the graph above node specified by `drive`. If this option is not given, a node name is autogenerated. (Since: 4.2)

Note: `on-source-error` and `on-target-error` only affect background I/O. If an error occurs during a guest write request, the device's `rerror/werror` actions will be used.

Since: 4.2

DriveBackup

[Object]

Members:

- target:** `string`
 the target of the new image. If the file exists, or if it is a device, the existing file/device will be used as the new destination. If it does not exist, a new file will be created.
- format:** `string` (optional)
 the format of the new destination, default is to probe if `mode` is 'existing', else the format of the source

mode: `NewImageMode` (optional)
 whether and how QEMU should create a new image, default is 'absolute-paths'.

The members of `BackupCommon`

Since: 1.6

`BlockdevBackup` [Object]

Members:

target: `string`

the device name or node-name of the backup target node.

The members of `BackupCommon`

Since: 2.3

`blockdev-snapshot-sync` [Command]

Takes a synchronous snapshot of a block device.

For the arguments, see the documentation of `BlockdevSnapshotSync`.

Returns: nothing on success If `device` is not a valid block device, `DeviceNotFound`

Since: 0.14.0

Example:

```
-> { "execute": "blockdev-snapshot-sync",
      "arguments": { "device": "ide-hd0",
                    "snapshot-file":
                      "/some/place/my-image",
                    "format": "qcow2" } }

<- { "return": {} }
```

`blockdev-snapshot` [Command]

Takes a snapshot of a block device.

Take a snapshot, by installing 'node' as the backing image of 'overlay'. Additionally, if 'node' is associated with a block device, the block device changes to using 'overlay' as its new active image.

For the arguments, see the documentation of `BlockdevSnapshot`.

Since: 2.5

Example:

```
-> { "execute": "blockdev-add",
      "arguments": { "driver": "qcow2",
                    "node-name": "node1534",
                    "file": { "driver": "file",
                              "filename": "hd1.qcow2" },
                    "backing": null } }

<- { "return": {} }
```

```
-> { "execute": "blockdev-snapshot",
```

```

    "arguments": { "node": "ide-hd0",
                  "overlay": "node1534" } }
  <- { "return": {} }

```

change-backing-file [Command]

Change the backing file in the image file metadata. This does not cause QEMU to reopen the image file to reparse the backing filename (it may, however, perform a reopen to change permissions from r/o -> r/w -> r/o, if needed). The new backing file string is written into the image file metadata, and the QEMU internal strings are updated.

Arguments:

image-node-name: string

The name of the block driver state node of the image to modify. The "device" argument is used to verify "image-node-name" is in the chain described by "device".

device: string

The device name or node-name of the root node that owns image-node-name.

backing-file: string

The string to write as the backing file. This string is not validated, so care should be taken when specifying the string or the image chain may not be able to be reopened again.

Returns: Nothing on success

If "device" does not exist or cannot be determined, DeviceNotFound

Since: 2.1

block-commit [Command]

Live commit of data from overlay image nodes into backing nodes - i.e., writes data between 'top' and 'base' into 'base'.

Arguments:

job-id: string (optional)

identifier for the newly-created block job. If omitted, the device name will be used. (Since 2.7)

device: string

the device name or node-name of a root node

base-node: string (optional)

The node name of the backing image to write data into. If not specified, this is the deepest backing image. (since: 3.1)

base: string (optional)

Same as **base-node**, except that it is a file name rather than a node name. This must be the exact filename string that was used to open the node; other strings, even if addressing the same file, are not accepted (deprecated, use **base-node** instead)

- top-node: string** (optional)
The node name of the backing image within the image chain which contains the topmost data to be committed down. If not specified, this is the active layer. (since: 3.1)
- top: string** (optional)
Same as **top-node**, except that it is a file name rather than a node name. This must be the exact filename string that was used to open the node; other strings, even if addressing the same file, are not accepted (deprecated, use **base-node** instead)
- backing-file: string** (optional)
The backing file string to write into the overlay image of 'top'. If 'top' is the active layer, specifying a backing file string is an error. This filename is not validated.
If a pathname string is such that it cannot be resolved by QEMU, that means that subsequent QMP or HMP commands must use node-names for the image in question, as filename lookup methods will fail.
If not specified, QEMU will automatically determine the backing file string to use, or error out if there is no obvious choice. Care should be taken when specifying the string, to specify a valid filename or protocol. (Since 2.1)
If top == base, that is an error. If top == active, the job will not be completed by itself, user needs to complete the job with the **block-job-complete** command after getting the ready event. (Since 2.0)
If the base image is smaller than top, then the base image will be resized to be the same size as top. If top is smaller than the base image, the base will not be truncated. If you want the base image size to match the size of the smaller top, you can safely truncate it yourself once the commit operation successfully completes.
- speed: int** (optional)
the maximum speed, in bytes per second
- filter-node-name: string** (optional)
the node name that should be assigned to the filter driver that the commit job inserts into the graph above top. If this option is not given, a node name is autogenerated. (Since: 2.9)
- auto-finalize: boolean** (optional)
When false, this job will wait in a PENDING state after it has finished its work, waiting for **block-job-finalize** before making any block graph changes. When true, this job will automatically perform its abort or commit actions. Defaults to true. (Since 3.1)
- auto-dismiss: boolean** (optional)
When false, this job will wait in a CONCLUDED state after it has completely ceased all work, and awaits **block-job-dismiss**. When true, this job will automatically disappear from the query list without user intervention. Defaults to true. (Since 3.1)

Returns: Nothing on success If `device` does not exist, `DeviceNotFound` Any other error returns a `GenericError`.

Since: 1.3

Example:

```
-> { "execute": "block-commit",
      "arguments": { "device": "virtio0",
                    "top": "/tmp/snap1.qcow2" } }
<- { "return": {} }
```

`drive-backup` [Command]

Start a point-in-time copy of a block device to a new destination. The status of ongoing `drive-backup` operations can be checked with `query-block-jobs` where the `BlockJobInfo.type` field has the value 'backup'. The operation can be stopped before it has completed using the `block-job-cancel` command.

Arguments: the members of `DriveBackup`

Returns: nothing on success If `device` is not a valid block device, `GenericError`

Since: 1.6

Example:

```
-> { "execute": "drive-backup",
      "arguments": { "device": "drive0",
                    "sync": "full",
                    "target": "backup.img" } }
<- { "return": {} }
```

`blockdev-backup` [Command]

Start a point-in-time copy of a block device to a new destination. The status of ongoing `blockdev-backup` operations can be checked with `query-block-jobs` where the `BlockJobInfo.type` field has the value 'backup'. The operation can be stopped before it has completed using the `block-job-cancel` command.

Arguments: the members of `BlockdevBackup`

Returns: nothing on success If `device` is not a valid block device, `DeviceNotFound`

Since: 2.3

Example:

```
-> { "execute": "blockdev-backup",
      "arguments": { "device": "src-id",
                    "sync": "full",
                    "target": "tgt-id" } }
<- { "return": {} }
```

`query-named-block-nodes` [Command]

Get the named block driver list

Returns: the list of `BlockDeviceInfo`

Since: 2.0

Example:

```
-> { "execute": "query-named-block-nodes" }
```

```

<- { "return": [ { "ro":false,
                  "drv":"qcow2",
                  "encrypted":false,
                  "file":"disks/test.qcow2",
                  "node-name": "my-node",
                  "backing_file_depth":1,
                  "bps":1000000,
                  "bps_rd":0,
                  "bps_wr":0,
                  "iops":1000000,
                  "iops_rd":0,
                  "iops_wr":0,
                  "bps_max": 8000000,
                  "bps_rd_max": 0,
                  "bps_wr_max": 0,
                  "iops_max": 0,
                  "iops_rd_max": 0,
                  "iops_wr_max": 0,
                  "iops_size": 0,
                  "write_threshold": 0,
                  "image":{
                    "filename":"disks/test.qcow2",
                    "format":"qcow2",
                    "virtual-size":2048000,
                    "backing_file":"base.qcow2",
                    "full-backing-filename":"disks/base.qcow2",
                    "backing-filename-format":"qcow2",
                    "snapshots":[
                      {
                        "id": "1",
                        "name": "snapshot1",
                        "vm-state-size": 0,
                        "date-sec": 10000200,
                        "date-nsec": 12,
                        "vm-clock-sec": 206,
                        "vm-clock-nsec": 30
                      }
                    ],
                    "backing-image":{
                      "filename":"disks/base.qcow2",
                      "format":"qcow2",
                      "virtual-size":2048000
                    }
                  }
                } ] }

```

XDbgBlockGraphNodeType
Values:

[Enum]

block-backend
corresponds to BlockBackend

block-job
corresponds to BlockJob

block-driver
corresponds to BlockDriverState

Since: 4.0

XDbgBlockGraphNode [Object]

Members:

id: int Block graph node identifier. This id is generated only for x-debug-query-block-graph and does not relate to any other identifiers in Qemu.

type: XDbgBlockGraphNodeType
Type of graph node. Can be one of block-backend, block-job or block-driver-state.

name: string
Human readable name of the node. Corresponds to node-name for block-driver-state nodes; is not guaranteed to be unique in the whole graph (with block-jobs and block-backends).

Since: 4.0

BlockPermission [Enum]

Enum of base block permissions.

Values:

consistent-read
A user that has the "permission" of consistent reads is guaranteed that their view of the contents of the block device is complete and self-consistent, representing the contents of a disk at a specific point. For most block devices (including their backing files) this is true, but the property cannot be maintained in a few situations like for intermediate nodes of a commit block job.

write This permission is required to change the visible disk contents.

write-unchanged
This permission (which is weaker than BLK_PERM_WRITE) is both enough and required for writes to the block node when the caller promises that the visible disk content doesn't change. As the BLK_PERM_WRITE permission is strictly stronger, either is sufficient to perform an unchanging write.

resize This permission is required to change the size of a block node.

graph-mod
This permission is required to change the node that this BdrvChild points to.

Since: 4.0

XDbgBlockGraphEdge [Object]

Block Graph edge description for x-debug-query-block-graph.

Members:

parent: int

parent id

child: int

child id

name: string

name of the relation (examples are 'file' and 'backing')

perm: array of BlockPermission

granted permissions for the parent operating on the child

shared-perm: array of BlockPermission

permissions that can still be granted to other users of the child while it is still attached to this parent

Since: 4.0

XDbgBlockGraph [Object]

Block Graph - list of nodes and list of edges.

Members:

nodes: array of XDbgBlockGraphNode

Not documented

edges: array of XDbgBlockGraphEdge

Not documented

Since: 4.0

x-debug-query-block-graph [Command]

Get the block graph.

Since: 4.0

drive-mirror [Command]

Start mirroring a block device's writes to a new destination. `target` specifies the target of the new image. If the file exists, or if it is a device, it will be used as the new destination for writes. If it does not exist, a new file will be created. `format` specifies the format of the mirror image, default is to probe if mode='existing', else the format of the source.

Arguments: the members of DriveMirror

Returns: nothing on success If device is not a valid block device, GenericError

Since: 1.3

Example:

```
-> { "execute": "drive-mirror",
      "arguments": { "device": "ide-hd0",
                    "target": "/some/place/my-image",
```



```

        "sync": "full",
        "format": "qcow2" } }
<- { "return": {} }

```

DriveMirror [Object]

A set of parameters describing drive mirror setup.

Members:

job-id: `string` (optional)
 identifier for the newly-created block job. If omitted, the device name will be used. (Since 2.7)

device: `string`
 the device name or node-name of a root node whose writes should be mirrored.

target: `string`
 the target of the new image. If the file exists, or if it is a device, the existing file/device will be used as the new destination. If it does not exist, a new file will be created.

format: `string` (optional)
 the format of the new destination, default is to probe if `mode` is 'existing', else the format of the source

node-name: `string` (optional)
 the new block driver state node name in the graph (Since 2.1)

replaces: `string` (optional)
 with `sync=full` graph node name to be replaced by the new image when a whole image copy is done. This can be used to repair broken Quorum files. (Since 2.1)

mode: `NewImageMode` (optional)
 whether and how QEMU should create a new image, default is 'absolute-paths'.

speed: `int` (optional)
 the maximum speed, in bytes per second

sync: `MirrorSyncMode`
 what parts of the disk image should be copied to the destination (all the disk, only the sectors allocated in the topmost image, or only new I/O).

granularity: `int` (optional)
 granularity of the dirty bitmap, default is 64K if the image format doesn't have clusters, 4K if the clusters are smaller than that, else the cluster size. Must be a power of 2 between 512 and 64M (since 1.4).

buf-size: `int` (optional)
 maximum amount of data in flight from source to target (since 1.4).

- on-source-error:** `BlockdevOnError` (optional)
the action to take on an error on the source, default 'report'. 'stop' and 'enospc' can only be used if the block device supports io-status (see `BlockInfo`).
- on-target-error:** `BlockdevOnError` (optional)
the action to take on an error on the target, default 'report' (no limitations, since this applies to a different block device than `device`).
- unmap:** `boolean` (optional)
Whether to try to unmap target sectors where source has only zero. If true, and target unallocated sectors will read as zero, target image sectors will be unmapped; otherwise, zeroes will be written. Both will result in identical contents. Default is true. (Since 2.4)
- copy-mode:** `MirrorCopyMode` (optional)
when to copy data to the destination; defaults to 'background' (Since: 3.0)
- auto-finalize:** `boolean` (optional)
When false, this job will wait in a PENDING state after it has finished its work, waiting for `block-job-finalize` before making any block graph changes. When true, this job will automatically perform its abort or commit actions. Defaults to true. (Since 3.1)
- auto-dismiss:** `boolean` (optional)
When false, this job will wait in a CONCLUDED state after it has completely ceased all work, and awaits `block-job-dismiss`. When true, this job will automatically disappear from the query list without user intervention. Defaults to true. (Since 3.1)

Since: 1.3

`BlockDirtyBitmap` [Object]

Members:

- node:** `string`
name of device/node which the bitmap is tracking
- name:** `string`
name of the dirty bitmap

Since: 2.4

`BlockDirtyBitmapAdd` [Object]

Members:

- node:** `string`
name of device/node which the bitmap is tracking
- name:** `string`
name of the dirty bitmap (must be less than 1024 bytes)
- granularity:** `int` (optional)
the bitmap granularity, default is 64k for `block-dirty-bitmap-add`

persistent: `boolean` (optional)

the bitmap is persistent, i.e. it will be saved to the corresponding block device image file on its close. For now only Qcow2 disks support persistent bitmaps. Default is false for `block-dirty-bitmap-add`. (Since: 2.10)

disabled: `boolean` (optional)

the bitmap is created in the disabled state, which means that it will not track drive changes. The bitmap may be enabled with `block-dirty-bitmap-enable`. Default is false. (Since: 4.0)

Since: 2.4

`BlockDirtyBitmapMergeSource` [Alternate]

Members:

local: `string`

name of the bitmap, attached to the same node as target bitmap.

external: `BlockDirtyBitmap`

bitmap with specified node

Since: 4.1

`BlockDirtyBitmapMerge` [Object]

Members:

node: `string`

name of device/node which the `target` bitmap is tracking

target: `string`

name of the destination dirty bitmap

bitmaps: `array of BlockDirtyBitmapMergeSource`

name(s) of the source dirty bitmap(s) at `node` and/or fully specified `BlockDirtyBitmap` elements. The latter are supported since 4.1.

Since: 4.0

`block-dirty-bitmap-add` [Command]

Create a dirty bitmap with a name on the node, and start tracking the writes.

Returns: nothing on success If `node` is not a valid block device or node, `DeviceNotFound` If `name` is already taken, `GenericError` with an explanation

Since: 2.4

Example:

```
-> { "execute": "block-dirty-bitmap-add",
      "arguments": { "node": "drive0", "name": "bitmap0" } }
<- { "return": {} }
```

`block-dirty-bitmap-remove` [Command]

Stop write tracking and remove the dirty bitmap that was created with `block-dirty-bitmap-add`. If the bitmap is persistent, remove it from its storage too.

Returns: nothing on success If `node` is not a valid block device or node, `DeviceNotFound` If `name` is not found, `GenericError` with an explanation if `name` is frozen by an operation, `GenericError`

Since: 2.4

Example:

```
-> { "execute": "block-dirty-bitmap-remove",
      "arguments": { "node": "drive0", "name": "bitmap0" } }
<- { "return": {} }
```

`block-dirty-bitmap-clear` [Command]

Clear (reset) a dirty bitmap on the device, so that an incremental backup from this point in time forward will only backup clusters modified after this clear operation.

Returns: nothing on success If `node` is not a valid block device, `DeviceNotFound` If `name` is not found, `GenericError` with an explanation

Since: 2.4

Example:

```
-> { "execute": "block-dirty-bitmap-clear",
      "arguments": { "node": "drive0", "name": "bitmap0" } }
<- { "return": {} }
```

`block-dirty-bitmap-enable` [Command]

Enables a dirty bitmap so that it will begin tracking disk changes.

Returns: nothing on success If `node` is not a valid block device, `DeviceNotFound` If `name` is not found, `GenericError` with an explanation

Since: 4.0

Example:

```
-> { "execute": "block-dirty-bitmap-enable",
      "arguments": { "node": "drive0", "name": "bitmap0" } }
<- { "return": {} }
```

`block-dirty-bitmap-disable` [Command]

Disables a dirty bitmap so that it will stop tracking disk changes.

Returns: nothing on success If `node` is not a valid block device, `DeviceNotFound` If `name` is not found, `GenericError` with an explanation

Since: 4.0

Example:

```
-> { "execute": "block-dirty-bitmap-disable",
      "arguments": { "node": "drive0", "name": "bitmap0" } }
<- { "return": {} }
```

`block-dirty-bitmap-merge` [Command]

Merge dirty bitmaps listed in `bitmaps` to the `target` dirty bitmap. Dirty bitmaps in `bitmaps` will be unchanged, except if it also appears as the `target` bitmap. Any bits already set in `target` will still be set after the merge, i.e., this operation does not clear the target. On error, `target` is unchanged.

The resulting bitmap will count as dirty any clusters that were dirty in any of the source bitmaps. This can be used to achieve backup checkpoints, or in simpler usages, to copy bitmaps.

Returns: nothing on success If `node` is not a valid block device, `DeviceNotFound` If any bitmap in `bitmaps` or `target` is not found, `GenericError` If any of the bitmaps have different sizes or granularities, `GenericError`

Since: 4.0

Example:

```
-> { "execute": "block-dirty-bitmap-merge",
      "arguments": { "node": "drive0", "target": "bitmap0",
                    "bitmaps": ["bitmap1"] } }
<- { "return": {} }
```

`BlockDirtyBitmapSha256` [Object]

SHA256 hash of dirty bitmap data

Members:

`sha256`: `string`
ASCII representation of SHA256 bitmap hash

Since: 2.10

`x-debug-block-dirty-bitmap-sha256` [Command]

Get bitmap SHA256.

Returns: `BlockDirtyBitmapSha256` on success If `node` is not a valid block device, `DeviceNotFound` If `name` is not found or if hashing has failed, `GenericError` with an explanation

Since: 2.10

`blockdev-mirror` [Command]

Start mirroring a block device's writes to a new destination.

Arguments:

`job-id`: `string` (optional)
identifier for the newly-created block job. If omitted, the device name will be used. (Since 2.7)

`device`: `string`
The device name or node-name of a root node whose writes should be mirrored.

`target`: `string`
the id or node-name of the block device to mirror to. This mustn't be attached to guest.

`replaces`: `string` (optional)
with `sync=full` graph node name to be replaced by the new image when a whole image copy is done. This can be used to repair broken Quorum files.

speed: int (optional)
the maximum speed, in bytes per second

sync: MirrorSyncMode
what parts of the disk image should be copied to the destination (all the disk, only the sectors allocated in the topmost image, or only new I/O).

granularity: int (optional)
granularity of the dirty bitmap, default is 64K if the image format doesn't have clusters, 4K if the clusters are smaller than that, else the cluster size. Must be a power of 2 between 512 and 64M

buf-size: int (optional)
maximum amount of data in flight from source to target

on-source-error: BlockdevOnError (optional)
the action to take on an error on the source, default 'report'. 'stop' and 'enospc' can only be used if the block device supports io-status (see BlockInfo).

on-target-error: BlockdevOnError (optional)
the action to take on an error on the target, default 'report' (no limitations, since this applies to a different block device than device).

filter-node-name: string (optional)
the node name that should be assigned to the filter driver that the mirror job inserts into the graph above `device`. If this option is not given, a node name is autogenerated. (Since: 2.9)

copy-mode: MirrorCopyMode (optional)
when to copy data to the destination; defaults to 'background' (Since: 3.0)

auto-finalize: boolean (optional)
When false, this job will wait in a PENDING state after it has finished its work, waiting for `block-job-finalize` before making any block graph changes. When true, this job will automatically perform its abort or commit actions. Defaults to true. (Since 3.1)

auto-dismiss: boolean (optional)
When false, this job will wait in a CONCLUDED state after it has completely ceased all work, and awaits `block-job-dismiss`. When true, this job will automatically disappear from the query list without user intervention. Defaults to true. (Since 3.1)

Returns: nothing on success.

Since: 2.6

Example:

```
-> { "execute": "blockdev-mirror",
      "arguments": { "device": "ide-hd0",
                    "target": "target0",
                    "sync": "full" } }
<- { "return": {} }
```

block_set_io_throttle [Command]

Change I/O throttle limits for a block drive.

Since QEMU 2.4, each device with I/O limits is member of a throttle group.

If two or more devices are members of the same group, the limits will apply to the combined I/O of the whole group in a round-robin fashion. Therefore, setting new I/O limits to a device will affect the whole group.

The name of the group can be specified using the 'group' parameter. If the parameter is unset, it is assumed to be the current group of that device. If it's not in any group yet, the name of the device will be used as the name for its group.

The 'group' parameter can also be used to move a device to a different group. In this case the limits specified in the parameters will be applied to the new group only.

I/O limits can be disabled by setting all of them to 0. In this case the device will be removed from its group and the rest of its members will not be affected. The 'group' parameter is ignored.

Arguments: the members of BlockIOThrottle

Returns: Nothing on success If device is not a valid block device, DeviceNotFound

Since: 1.1

Example:

```
-> { "execute": "block_set_io_throttle",
      "arguments": { "id": "virtio-blk-pci0/virtio-backend",
                    "bps": 0,
                    "bps_rd": 0,
                    "bps_wr": 0,
                    "iops": 512,
                    "iops_rd": 0,
                    "iops_wr": 0,
                    "bps_max": 0,
                    "bps_rd_max": 0,
                    "bps_wr_max": 0,
                    "iops_max": 0,
                    "iops_rd_max": 0,
                    "iops_wr_max": 0,
                    "bps_max_length": 0,
                    "iops_size": 0 } }

<- { "return": {} }

-> { "execute": "block_set_io_throttle",
      "arguments": { "id": "ide0-1-0",
                    "bps": 1000000,
                    "bps_rd": 0,
                    "bps_wr": 0,
                    "iops": 0,
                    "iops_rd": 0,
                    "iops_wr": 0,
                    "bps_max": 8000000,
```

```

        "bps_rd_max": 0,
        "bps_wr_max": 0,
        "iops_max": 0,
        "iops_rd_max": 0,
        "iops_wr_max": 0,
        "bps_max_length": 60,
        "iops_size": 0 } }
<- { "return": {} }

```

BlockIOThrottle

[Object]

A set of parameters describing block throttling.

Members:

device: string (optional)
Block device name (deprecated, use `id` instead)

id: string (optional)
The name or QOM path of the guest device (since: 2.8)

bps: int total throughput limit in bytes per second

bps_rd: int
read throughput limit in bytes per second

bps_wr: int
write throughput limit in bytes per second

iops: int total I/O operations per second

iops_rd: int
read I/O operations per second

iops_wr: int
write I/O operations per second

bps_max: int (optional)
total throughput limit during bursts, in bytes (Since 1.7)

bps_rd_max: int (optional)
read throughput limit during bursts, in bytes (Since 1.7)

bps_wr_max: int (optional)
write throughput limit during bursts, in bytes (Since 1.7)

iops_max: int (optional)
total I/O operations per second during bursts, in bytes (Since 1.7)

iops_rd_max: int (optional)
read I/O operations per second during bursts, in bytes (Since 1.7)

iops_wr_max: int (optional)
write I/O operations per second during bursts, in bytes (Since 1.7)

bps_max_length: int (optional)
maximum length of the `bps_max` burst period, in seconds. It must only be set if `bps_max` is set as well. Defaults to 1. (Since 2.6)

bps_rd_max_length: `int` (optional)
 maximum length of the `bps_rd_max` burst period, in seconds. It must only be set if `bps_rd_max` is set as well. Defaults to 1. (Since 2.6)

bps_wr_max_length: `int` (optional)
 maximum length of the `bps_wr_max` burst period, in seconds. It must only be set if `bps_wr_max` is set as well. Defaults to 1. (Since 2.6)

iops_max_length: `int` (optional)
 maximum length of the `iops` burst period, in seconds. It must only be set if `iops_max` is set as well. Defaults to 1. (Since 2.6)

iops_rd_max_length: `int` (optional)
 maximum length of the `iops_rd_max` burst period, in seconds. It must only be set if `iops_rd_max` is set as well. Defaults to 1. (Since 2.6)

iops_wr_max_length: `int` (optional)
 maximum length of the `iops_wr_max` burst period, in seconds. It must only be set if `iops_wr_max` is set as well. Defaults to 1. (Since 2.6)

iops_size: `int` (optional)
 an I/O size in bytes (Since 1.7)

group: `string` (optional)
 throttle group name (Since 2.4)

Since: 1.1

ThrottleLimits [Object]

Limit parameters for throttling. Since some limit combinations are illegal, limits should always be set in one transaction. All fields are optional. When setting limits, if a field is missing the current value is not changed.

Members:

iops-total: `int` (optional)
 limit total I/O operations per second

iops-total-max: `int` (optional)
 I/O operations burst

iops-total-max-length: `int` (optional)
 length of the `iops-total-max` burst period, in seconds It must only be set if `iops-total-max` is set as well.

iops-read: `int` (optional)
 limit read operations per second

iops-read-max: `int` (optional)
 I/O operations read burst

iops-read-max-length: `int` (optional)
 length of the `iops-read-max` burst period, in seconds It must only be set if `iops-read-max` is set as well.

`iops-write`: int (optional)
limit write operations per second

`iops-write-max`: int (optional)
I/O operations write burst

`iops-write-max-length`: int (optional)
length of the `iops-write-max` burst period, in seconds It must only be set if `iops-write-max` is set as well.

`bps-total`: int (optional)
limit total bytes per second

`bps-total-max`: int (optional)
total bytes burst

`bps-total-max-length`: int (optional)
length of the `bps-total-max` burst period, in seconds. It must only be set if `bps-total-max` is set as well.

`bps-read`: int (optional)
limit read bytes per second

`bps-read-max`: int (optional)
total bytes read burst

`bps-read-max-length`: int (optional)
length of the `bps-read-max` burst period, in seconds It must only be set if `bps-read-max` is set as well.

`bps-write`: int (optional)
limit write bytes per second

`bps-write-max`: int (optional)
total bytes write burst

`bps-write-max-length`: int (optional)
length of the `bps-write-max` burst period, in seconds It must only be set if `bps-write-max` is set as well.

`iops-size`: int (optional)
when limiting by iops max size of an I/O in bytes

Since: 2.11

`block-stream` [Command]

Copy data from a backing file into a block device.

The block streaming operation is performed in the background until the entire backing file has been copied. This command returns immediately once streaming has started. The status of ongoing block streaming operations can be checked with `query-block-jobs`. The operation can be stopped before it has completed using the `block-job-cancel` command.

The node that receives the data is called the top image, can be located in any part of the chain (but always above the base image; see below) and can be specified using

its device or node name. Earlier qemu versions only allowed 'device' to name the top level node; presence of the 'base-node' parameter during introspection can be used as a witness of the enhanced semantics of 'device'.

If a base file is specified then sectors are not copied from that base file and its backing chain. When streaming completes the image file will have the base file as its backing file. This can be used to stream a subset of the backing file chain instead of flattening the entire image.

On successful completion the image file is updated to drop the backing file and the `BLOCK_JOB_COMPLETED` event is emitted.

Arguments:

job-id: `string` (optional)
 identifier for the newly-created block job. If omitted, the device name will be used. (Since 2.7)

device: `string`
 the device or node name of the top image

base: `string` (optional)
 the common backing file name. It cannot be set if `base-node` is also set.

base-node: `string` (optional)
 the node name of the backing file. It cannot be set if `base` is also set. (Since 2.8)

backing-file: `string` (optional)
 The backing file string to write into the top image. This filename is not validated.

If a pathname string is such that it cannot be resolved by QEMU, that means that subsequent QMP or HMP commands must use node-names for the image in question, as filename lookup methods will fail.

If not specified, QEMU will automatically determine the backing file string to use, or error out if there is no obvious choice. Care should be taken when specifying the string, to specify a valid filename or protocol. (Since 2.1)

speed: `int` (optional)
 the maximum speed, in bytes per second

on-error: `BlockdevOnError` (optional)
 the action to take on an error (default report). 'stop' and 'enospc' can only be used if the block device supports io-status (see `BlockInfo`). Since 1.3.

auto-finalize: `boolean` (optional)
 When false, this job will wait in a PENDING state after it has finished its work, waiting for `block-job-finalize` before making any block graph changes. When true, this job will automatically perform its abort or commit actions. Defaults to true. (Since 3.1)

auto-dismiss: `boolean` (optional)

When false, this job will wait in a `CONCLUDED` state after it has completely ceased all work, and awaits `block-job-dismiss`. When true, this job will automatically disappear from the query list without user intervention. Defaults to true. (Since 3.1)

Returns: Nothing on success. If device does not exist, `DeviceNotFound`.

Since: 1.1

Example:

```
-> { "execute": "block-stream",
      "arguments": { "device": "virtio0",
                    "base": "/tmp/master.qcow2" } }
<- { "return": {} }
```

block-job-set-speed [Command]

Set maximum speed for a background block operation.

This command can only be issued when there is an active block job.

Throttling can be disabled by setting the speed to 0.

Arguments:

device: `string`

The job identifier. This used to be a device name (hence the name of the parameter), but since QEMU 2.7 it can have other values.

speed: `int`

the maximum speed, in bytes per second, or 0 for unlimited. Defaults to 0.

Returns: Nothing on success If no background operation is active on this device, `DeviceNotActive`

Since: 1.1

block-job-cancel [Command]

Stop an active background block operation.

This command returns immediately after marking the active background block operation for cancellation. It is an error to call this command if no operation is in progress.

The operation will cancel as soon as possible and then emit the `BLOCK_JOB_CANCELLED` event. Before that happens the job is still visible when enumerated using `query-block-jobs`.

Note that if you issue 'block-job-cancel' after 'drive-mirror' has indicated (via the event `BLOCK_JOB_READY`) that the source and destination are synchronized, then the event triggered by this command changes to `BLOCK_JOB_COMPLETED`, to indicate that the mirroring has ended and the destination now has a point-in-time copy tied to the time of the cancellation.

For streaming, the image file retains its backing file unless the streaming operation happens to complete just as it is being cancelled. A new streaming operation can be started at a later time to finish copying all data from the backing file.

Arguments:**device:** string

The job identifier. This used to be a device name (hence the name of the parameter), but since QEMU 2.7 it can have other values.

force: boolean (optional)

If true, and the job has already emitted the event `BLOCK_JOB_READY`, abandon the job immediately (even if it is paused) instead of waiting for the destination to complete its final synchronization (since 1.3)

Returns: Nothing on success If no background operation is active on this device, `DeviceNotActive`

Since: 1.1**block-job-pause** [Command]

Pause an active background block operation.

This command returns immediately after marking the active background block operation for pausing. It is an error to call this command if no operation is in progress or if the job is already paused.

The operation will pause as soon as possible. No event is emitted when the operation is actually paused. Cancelling a paused job automatically resumes it.

Arguments:**device:** string

The job identifier. This used to be a device name (hence the name of the parameter), but since QEMU 2.7 it can have other values.

Returns: Nothing on success If no background operation is active on this device, `DeviceNotActive`

Since: 1.3**block-job-resume** [Command]

Resume an active background block operation.

This command returns immediately after resuming a paused background block operation. It is an error to call this command if no operation is in progress or if the job is not paused.

This command also clears the error status of the job.

Arguments:**device:** string

The job identifier. This used to be a device name (hence the name of the parameter), but since QEMU 2.7 it can have other values.

Returns: Nothing on success If no background operation is active on this device, `DeviceNotActive`

Since: 1.3

block-job-complete [Command]

Manually trigger completion of an active background block operation. This is supported for drive mirroring, where it also switches the device to write to the target path only. The ability to complete is signaled with a BLOCK_JOB_READY event.

This command completes an active background block operation synchronously. The ordering of this command's return with the BLOCK_JOB_COMPLETED event is not defined. Note that if an I/O error occurs during the processing of this command: 1) the command itself will fail; 2) the error will be processed according to the error/werror arguments that were specified when starting the operation.

A cancelled or paused job cannot be completed.

Arguments:

device: string

The job identifier. This used to be a device name (hence the name of the parameter), but since QEMU 2.7 it can have other values.

Returns: Nothing on success If no background operation is active on this device, DeviceNotActive

Since: 1.3

block-job-dismiss [Command]

For jobs that have already concluded, remove them from the block-job-query list. This command only needs to be run for jobs which were started with QEMU 2.12+ job lifetime management semantics.

This command will refuse to operate on any job that has not yet reached its terminal state, JOB_STATUS_CONCLUDED. For jobs that make use of the BLOCK_JOB_READY event, block-job-cancel or block-job-complete will still need to be used as appropriate.

Arguments:

id: string

The job identifier.

Returns: Nothing on success

Since: 2.12

block-job-finalize [Command]

Once a job that has manual=true reaches the pending state, it can be instructed to finalize any graph changes and do any necessary cleanup via this command. For jobs in a transaction, instructing one job to finalize will force ALL jobs in the transaction to finalize, so it is only necessary to instruct a single member job to finalize.

Arguments:

id: string

The job identifier.

Returns: Nothing on success

Since: 2.12

BlockdevDiscardOptions [Enum]

Determines how to handle discard requests.

Values:

`ignore` Ignore the request
`unmap` Forward as an unmap request

Since: 2.9

BlockdevDetectZeroesOptions [Enum]

Describes the operation mode for the automatic conversion of plain zero writes by the OS to driver specific optimized zero write commands.

Values:

`off` Disabled (default)
`on` Enabled
`unmap` Enabled and even try to unmap blocks if possible. This requires also that `BlockdevDiscardOptions` is set to `unmap` for this device.

Since: 2.1

BlockdevAioOptions [Enum]

Selects the AIO backend to handle I/O requests

Values:

`threads` Use qemu's thread pool
`native` Use native AIO backend (only Linux and Windows)

Since: 2.9

BlockdevCacheOptions [Object]

Includes cache-related options for block devices

Members:

`direct`: `boolean` (optional)
enables use of `O_DIRECT` (bypass the host page cache; default: `false`)
`no-flush`: `boolean` (optional)
ignore any flush requests for the device (default: `false`)

Since: 2.9

BlockdevDriver [Enum]

Drivers that are supported in block device operations.

Values:

`vxhs` Since 2.10
`throttle` Since 2.11
`nvme` Since 2.12

`copy-on-read`
 Since 3.0

`blklogwrites`
 Since 3.0

`blkreplay`
 Since 4.2

`blkdebug` Not documented

`blkverify`
 Not documented

`bochs` Not documented

`cloop` Not documented

`dmg` Not documented

`file` Not documented

`ftp` Not documented

`ftps` Not documented

`gluster` Not documented

`host_cdrom`
 Not documented

`host_device`
 Not documented

`http` Not documented

`https` Not documented

`iscsi` Not documented

`luks` Not documented

`nbd` Not documented

`nfs` Not documented

`null-aio` Not documented

`null-co` Not documented

`parallels`
 Not documented

`qcow` Not documented

`qcow2` Not documented

`qed` Not documented

`quorum` Not documented

`raw` Not documented

rbd Not documented
replication
 Not documented
 If: `defined(CONFIG_REPLICATION)`
sheepdog Not documented
ssh Not documented
vdi Not documented
vhdx Not documented
vmdk Not documented
vpc Not documented
vvfat Not documented
Since: 2.9

BlockdevOptionsFile [Object]

Driver specific block device options for the file backend.

Members:

filename: `string`
 path to the image file
pr-manager: `string` (optional)
 the id for the object that will handle persistent reservations for this device
 (default: none, forward the commands via SG_IO; since 2.11)
aio: `BlockdevAioOptions` (optional)
 AIO backend (default: threads) (since: 2.8)
locking: `OnOffAuto` (optional)
 whether to enable file locking. If set to 'auto', only enable when Open
 File Descriptor (OFD) locking API is available (default: auto, since 2.10)
drop-cache: `boolean` (optional)
 invalidate page cache during live migration. This prevents stale data
 on the migration destination with `cache.direct=off`. Currently only sup-
 ported on Linux hosts. (default: on, since: 4.0)
 If: `defined(CONFIG_LINUX)`
x-check-cache-dropped: `boolean` (optional)
 whether to check that page cache was dropped on live migration. May
 cause noticeable delays if the image file is large, do not use in production.
 (default: off) (since: 3.0)

Features:

dynamic-auto-read-only
 If present, enabled auto-read-only means that the driver will open the
 image read-only at first, dynamically reopen the image file read-write

when the first writer is attached to the node and reopen read-only when the last writer is detached. This allows giving QEMU write permissions only on demand when an operation actually needs write access.

Since: 2.9

BlockdevOptionsNull [Object]

Driver specific block device options for the null backend.

Members:

size: `int` (optional)

size of the device in bytes.

latency-ns: `int` (optional)

emulated latency (in nanoseconds) in processing requests. Default to zero which completes requests immediately. (Since 2.4)

read-zeroes: `boolean` (optional)

if true, reads from the device produce zeroes; if false, the buffer is left unchanged. (default: false; since: 4.1)

Since: 2.9

BlockdevOptionsNVMe [Object]

Driver specific block device options for the NVMe backend.

Members:

device: `string`

controller address of the NVMe device.

namespace: `int`

namespace number of the device, starting from 1.

Since: 2.12

BlockdevOptionsVVFAT [Object]

Driver specific block device options for the vvfat protocol.

Members:

dir: `string`

directory to be exported as FAT image

fat-type: `int` (optional)

FAT type: 12, 16 or 32

floppy: `boolean` (optional)

whether to export a floppy image (true) or partitioned hard disk (false; default)

label: `string` (optional)

set the volume label, limited to 11 bytes. FAT16 and FAT32 traditionally have some restrictions on labels, which are ignored by most operating systems. Defaults to "QEMU VVFAT". (since 2.4)

rw: `boolean` (optional)
 whether to allow write operations (default: `false`)

Since: 2.9

BlockdevOptionsGenericFormat [Object]

Driver specific block device options for image format that have no option besides their data source.

Members:

file: `BlockdevRef`
 reference to or definition of the data source block device

Since: 2.9

BlockdevOptionsLUKS [Object]

Driver specific block device options for LUKS.

Members:

key-secret: `string` (optional)
 the ID of a `QCryptoSecret` object providing the decryption key (since 2.6). Mandatory except when doing a metadata-only probe of the image.

The members of `BlockdevOptionsGenericFormat`

Since: 2.9

BlockdevOptionsGenericCOWFormat [Object]

Driver specific block device options for image format that have no option besides their data source and an optional backing file.

Members:

backing: `BlockdevRefOrNull` (optional)
 reference to or definition of the backing file block device, null disables the backing file entirely. Defaults to the backing file stored the image file.

The members of `BlockdevOptionsGenericFormat`

Since: 2.9

Qcow2OverlapCheckMode [Enum]

General overlap check modes.

Values:

<code>none</code>	Do not perform any checks
<code>constant</code>	Perform only checks which can be done in constant time and without reading anything from disk
<code>cached</code>	Perform only checks which can be done without reading anything from disk
<code>all</code>	Perform all available overlap checks

Since: 2.9

Qcow2OverlapCheckFlags [Object]

Structure of flags for each metadata structure. Setting a field to 'true' makes qemu guard that structure against unintended overwriting. The default value is chosen according to the template given.

Members:

- template:** Qcow2OverlapCheckMode (optional)
Specifies a template mode which can be adjusted using the other flags, defaults to 'cached'
- bitmap-directory:** boolean (optional)
since 3.0
- main-header:** boolean (optional)
Not documented
- active-l1:** boolean (optional)
Not documented
- active-l2:** boolean (optional)
Not documented
- refcount-table:** boolean (optional)
Not documented
- refcount-block:** boolean (optional)
Not documented
- snapshot-table:** boolean (optional)
Not documented
- inactive-l1:** boolean (optional)
Not documented
- inactive-l2:** boolean (optional)
Not documented

Since: 2.9

Qcow2OverlapChecks [Alternate]

Specifies which metadata structures should be guarded against unintended overwriting.

Members:

- flags:** Qcow2OverlapCheckFlags
set of flags for separate specification of each metadata structure type
- mode:** Qcow2OverlapCheckMode
named mode which chooses a specific set of flags

Since: 2.9

BlockdevQcowEncryptionFormat [Enum]**Values:**

- aes** AES-CBC with plain64 initialization vectors

Since: 2.10

BlockdevQcowEncryption [Object]

Members:

format: `BlockdevQcowEncryptionFormat`
Not documented

The members of `QCryptoBlockOptionsQcow` when `format` is "aes"

Since: 2.10

BlockdevOptionsQcow [Object]

Driver specific block device options for qcow.

Members:

encrypt: `BlockdevQcowEncryption` (optional)
Image decryption options. Mandatory for encrypted images, except when doing a metadata-only probe of the image.

The members of `BlockdevOptionsGenericCOWFormat`

Since: 2.10

BlockdevQcow2EncryptionFormat [Enum]

Values:

`aes` AES-CBC with plain64 initialization vectors

`luks` Not documented

Since: 2.10

BlockdevQcow2Encryption [Object]

Members:

format: `BlockdevQcow2EncryptionFormat`
Not documented

The members of `QCryptoBlockOptionsQcow` when `format` is "aes"

The members of `QCryptoBlockOptionsLUKS` when `format` is "luks"

Since: 2.10

BlockdevOptionsQcow2 [Object]

Driver specific block device options for qcow2.

Members:

lazy-refcounts: `boolean` (optional)
whether to enable the lazy refcounts feature (default is taken from the image file)

pass-discard-request: `boolean` (optional)
whether discard requests to the qcow2 device should be forwarded to the data source

pass-discard-snapshot: `boolean` (optional)
whether discard requests for the data source should be issued when a snapshot operation (e.g. deleting a snapshot) frees clusters in the qcow2 file

- pass-discard-other:** `boolean` (optional)
whether discard requests for the data source should be issued on other occasions where a cluster gets freed
- overlap-check:** `Qcow2OverlapChecks` (optional)
which overlap checks to perform for writes to the image, defaults to 'cached' (since 2.2)
- cache-size:** `int` (optional)
the maximum total size of the L2 table and refcount block caches in bytes (since 2.2)
- l2-cache-size:** `int` (optional)
the maximum size of the L2 table cache in bytes (since 2.2)
- l2-cache-entry-size:** `int` (optional)
the size of each entry in the L2 cache in bytes. It must be a power of two between 512 and the cluster size. The default value is the cluster size (since 2.12)
- refcount-cache-size:** `int` (optional)
the maximum size of the refcount block cache in bytes (since 2.2)
- cache-clean-interval:** `int` (optional)
clean unused entries in the L2 and refcount caches. The interval is in seconds. The default value is 600 on supporting platforms, and 0 on other platforms. 0 disables this feature. (since 2.5)
- encrypt:** `BlockdevQcow2Encryption` (optional)
Image decryption options. Mandatory for encrypted images, except when doing a metadata-only probe of the image. (since 2.10)
- data-file:** `BlockdevRef` (optional)
reference to or definition of the external data file. This may only be specified for images that require an external data file. If it is not specified for such an image, the data file name is loaded from the image file. (since 4.0)

The members of `BlockdevOptionsGenericCOWFormat`

Since: 2.9

SshHostKeyCheckMode [Enum]

none Don't check the host key at all **hash** Compare the host key with a given hash

known_hosts Check the host key against the known_hosts file

Values:

none Not documented

hash Not documented

known_hosts
Not documented

Since: 2.12

- SshHostKeyCheckHashType** [Enum]
 md5 The given hash is an md5 hash sha1 The given hash is an sha1 hash
Values:
 md5 Not documented
 sha1 Not documented
Since: 2.12
- SshHostKeyHash** [Object]
 type The hash algorithm used for the hash hash The expected hash value
Members:
 type: SshHostKeyCheckHashType
 Not documented
 hash: string
 Not documented
Since: 2.12
- SshHostKeyCheck** [Object]
Members:
 mode: SshHostKeyCheckMode
 Not documented
 The members of SshHostKeyHash when mode is "hash"
Since: 2.12
- BlockdevOptionsSsh** [Object]
Members:
 server: InetSocketAddress
 host address
 path: string
 path to the image on the host
 user: string (optional)
 user as which to connect, defaults to current local user name
 host-key-check: SshHostKeyCheck (optional)
 Defines how and what to check the host key against (default:
 known_hosts)
Since: 2.9
- BlkdebugEvent** [Enum]
 Trigger events supported by blkdebug.
Values:
 l1_shrink_write_table
 write zeros to the l1 table to shrink image. (since 2.11)

`l1_shrink_free_l2_clusters`
discard the l2 tables. (since 2.11)

`cor_write`
a write due to copy-on-read (since 2.11)

`cluster_alloc_space`
an allocation of file space for a cluster (since 4.1)

`none` triggers once at creation of the blkdebug node (since 4.1)

`l1_update`
Not documented

`l1_grow_alloc_table`
Not documented

`l1_grow_write_table`
Not documented

`l1_grow_activate_table`
Not documented

`l2_load` Not documented

`l2_update`
Not documented

`l2_update_compressed`
Not documented

`l2_alloc_cow_read`
Not documented

`l2_alloc_write`
Not documented

`read_aio` Not documented

`read_backing_aio`
Not documented

`read_compressed`
Not documented

`write_aio`
Not documented

`write_compressed`
Not documented

`vmstate_load`
Not documented

`vmstate_save`
Not documented

`cow_read` Not documented

`cow_write`
Not documented

`reftable_load`
Not documented

`reftable_grow`
Not documented

`reftable_update`
Not documented

`refblock_load`
Not documented

`refblock_update`
Not documented

`refblock_update_part`
Not documented

`refblock_alloc`
Not documented

`refblock_alloc_hookup`
Not documented

`refblock_alloc_write`
Not documented

`refblock_alloc_write_blocks`
Not documented

`refblock_alloc_write_table`
Not documented

`refblock_alloc_switch_table`
Not documented

`cluster_alloc`
Not documented

`cluster_alloc_bytes`
Not documented

`cluster_free`
Not documented

`flush_to_os`
Not documented

`flush_to_disk`
Not documented

`pwritev_rmw_head`
Not documented

`pwritev_rmw_after_head`
Not documented

`pwritev_rmw_tail`
Not documented

`pwritev_rmw_after_tail`
Not documented

`pwritev` Not documented

`pwritev_zero`
Not documented

`pwritev_done`
Not documented

`empty_image_prepare`
Not documented

Since: 2.9

BlkdebugIOType [Enum]

Kinds of I/O that blkdebug can inject errors in.

Values:

`read` `.bdrv_co_preadv()`

`write` `.bdrv_co_pwritev()`

`write-zeroes`
`.bdrv_co_pwrite_zeroes()`

`discard` `.bdrv_co_pdiscard()`

`flush` `.bdrv_co_flush_to_disk()`

`block-status`
`.bdrv_co_block_status()`

Since: 4.1

BlkdebugInjectErrorOptions [Object]

Describes a single error injection for blkdebug.

Members:

`event`: `BlkdebugEvent`
trigger event

`state`: `int` (optional)
the state identifier blkdebug needs to be in to actually trigger the event;
defaults to "any"

`iotype`: `BlkdebugIOType` (optional)
the type of I/O operations on which this error should be injected; defaults
to "all read, write, write-zeroes, discard, and flush operations" (since:
4.1)

errno: `int` (optional)
 error identifier (`errno`) to be returned; defaults to `EIO`

sector: `int` (optional)
 specifies the sector index which has to be affected in order to actually trigger the event; defaults to "any sector"

once: `boolean` (optional)
 disables further events after this one has been triggered; defaults to `false`

immediately: `boolean` (optional)
 fail immediately; defaults to `false`

Since: 2.9

BlkdebugSetStateOptions [Object]

Describes a single state-change event for `blkdebug`.

Members:

event: `BlkdebugEvent`
 trigger event

state: `int` (optional)
 the current state identifier `blkdebug` needs to be in; defaults to "any"

new_state: `int`
 the state identifier `blkdebug` is supposed to assume if this event is triggered

Since: 2.9

BlockdevOptionsBlkdebug [Object]

Driver specific block device options for `blkdebug`.

Members:

image: `BlockdevRef`
 underlying raw block device (or image file)

config: `string` (optional)
 filename of the configuration file

align: `int` (optional)
 required alignment for requests in bytes, must be positive power of 2, or 0 for default

max-transfer: `int` (optional)
 maximum size for I/O transfers in bytes, must be positive multiple of `align` and of the underlying file's request alignment (but need not be a power of 2), or 0 for default (since 2.10)

opt-write-zero: `int` (optional)
 preferred alignment for write zero requests in bytes, must be positive multiple of `align` and of the underlying file's request alignment (but need not be a power of 2), or 0 for default (since 2.10)

max-write-zero: `int` (optional)
 maximum size for write zero requests in bytes, must be positive multiple of `align`, of `opt-write-zero`, and of the underlying file's request alignment (but need not be a power of 2), or 0 for default (since 2.10)

opt-discard: `int` (optional)
 preferred alignment for discard requests in bytes, must be positive multiple of `align` and of the underlying file's request alignment (but need not be a power of 2), or 0 for default (since 2.10)

max-discard: `int` (optional)
 maximum size for discard requests in bytes, must be positive multiple of `align`, of `opt-discard`, and of the underlying file's request alignment (but need not be a power of 2), or 0 for default (since 2.10)

inject-error: array of `BlkdebugInjectErrorOptions` (optional)
 array of error injection descriptions

set-state: array of `BlkdebugSetStateOptions` (optional)
 array of state-change descriptions

Since: 2.9

BlockdevOptionsBlklogwrites [Object]

Driver specific block device options for blklogwrites.

Members:

file: `BlockdevRef`
 block device

log: `BlockdevRef`
 block device used to log writes to `file`

log-sector-size: `int` (optional)
 sector size used in logging writes to `file`, determines granularity of offsets and sizes of writes (default: 512)

log-append: `boolean` (optional)
 append to an existing log (default: false)

log-super-update-interval: `int` (optional)
 interval of write requests after which the log super block is updated to disk (default: 4096)

Since: 3.0

BlockdevOptionsBlkverify [Object]

Driver specific block device options for blkverify.

Members:

test: `BlockdevRef`
 block device to be tested

raw: `BlockdevRef`
 raw image used for verification

Since: 2.9

BlockdevOptionsBlkreplay [Object]

Driver specific block device options for blkreplay.

Members:

image: BlockdevRef
disk image which should be controlled with blkreplay

Since: 4.2

QuorumReadPattern [Enum]

An enumeration of quorum read patterns.

Values:

quorum read all the children and do a quorum vote on reads
fifo read only from the first child that has not failed

Since: 2.9

BlockdevOptionsQuorum [Object]

Driver specific block device options for Quorum

Members:

blkverify: boolean (optional)
true if the driver must print content mismatch set to false by default

children: array of BlockdevRef
the children block devices to use

vote-threshold: int
the vote limit under which a read will fail

rewrite-corrupted: boolean (optional)
rewrite corrupted data when quorum is reached (Since 2.1)

read-pattern: QuorumReadPattern (optional)
choose read pattern and set to quorum by default (Since 2.2)

Since: 2.9

BlockdevOptionsGluster [Object]

Driver specific block device options for Gluster

Members:

volume: string
name of gluster volume where VM image resides

path: string
absolute path to image file in gluster volume

server: array of SocketAddress
gluster servers description

debug: int (optional)
libgfapi log level (default '4' which is Error) (Since 2.8)

`logfile`: `string` (optional)
libgfapi log file (default `/dev/stderr`) (Since 2.8)

Since: 2.9

IscsiTransport [Enum]

An enumeration of libiscsi transport types

Values:

`tcp` Not documented

`iser` Not documented

Since: 2.9

IscsiHeaderDigest [Enum]

An enumeration of header digests supported by libiscsi

Values:

`crc32c` Not documented

`none` Not documented

`crc32c-none`
Not documented

`none-crc32c`
Not documented

Since: 2.9

BlockdevOptionsIscsi [Object]

Members:

`transport`: `IscsiTransport`
The iscsi transport type

`portal`: `string`
The address of the iscsi portal

`target`: `string`
The target iqn name

`lun`: `int` (optional)
LUN to connect to. Defaults to 0.

`user`: `string` (optional)
User name to log in with. If omitted, no CHAP authentication is performed.

`password-secret`: `string` (optional)
The ID of a `QCryptoSecret` object providing the password for the login. This option is required if `user` is specified.

`initiator-name`: `string` (optional)
The iqn name we want to identify to the target as. If this option is not specified, an initiator name is generated automatically.

header-digest: `IscsiHeaderDigest` (optional)
The desired header digest. Defaults to `none-crc32c`.

timeout: `int` (optional)
Timeout in seconds after which a request will timeout. 0 means no timeout and is the default.

Driver specific block device options for iscsi

Since: 2.9

RbdAuthMode [Enum]

Values:

`cephx` Not documented

`none` Not documented

Since: 3.0

BlockdevOptionsRbd [Object]

Members:

pool: `string`
Ceph pool name.

image: `string`
Image name in the Ceph pool.

conf: `string` (optional)
path to Ceph configuration file. Values in the configuration file will be overridden by options specified via QAPI.

snapshot: `string` (optional)
Ceph snapshot name.

user: `string` (optional)
Ceph id name.

auth-client-required: `array of RbdAuthMode` (optional)
Acceptable authentication modes. This maps to Ceph configuration option `"auth_client_required"`. (Since 3.0)

key-secret: `string` (optional)
ID of a `QCryptoSecret` object providing a key for `cephx` authentication. This maps to Ceph configuration option `"key"`. (Since 3.0)

server: `array of InetSocketAddressBase` (optional)
Monitor host address and port. This maps to the `"mon_host"` Ceph option.

Since: 2.9

BlockdevOptionsSheepdog [Object]

Driver specific block device options for sheepdog

Members:

vdi: `string`
Virtual disk image name

server: `SocketAddress`
The Sheepdog server to connect to

snap-id: `int` (optional)
Snapshot ID

tag: `string` (optional)
Snapshot tag name

Only one of `snap-id` and `tag` may be present.

Since: 2.9

ReplicationMode [Enum]

An enumeration of replication modes.

Values:

`primary` Primary mode, the vm's state will be sent to secondary QEMU.

`secondary` Secondary mode, receive the vm's state from primary QEMU.

Since: 2.9

If: `defined(CONFIG_REPLICATION)`

BlockdevOptionsReplication [Object]

Driver specific block device options for replication

Members:

mode: `ReplicationMode`
the replication mode

top-id: `string` (optional)
In secondary mode, node name or device ID of the root node who owns the replication node chain. Must not be given in primary mode.

The members of `BlockdevOptionsGenericFormat`

Since: 2.9

If: `defined(CONFIG_REPLICATION)`

NFSTransport [Enum]

An enumeration of NFS transport types

Values:

`inet` TCP transport

Since: 2.9

NFSServer [Object]

Captures the address of the socket

Members:

type: `NFSTransport`
transport type used for NFS (only TCP supported)

host: string
host address for NFS server

Since: 2.9

BlockdevOptionsNfs [Object]

Driver specific block device option for NFS

Members:

server: NFSServer
host address

path: string
path of the image on the host

user: int (optional)
UID value to use when talking to the server (defaults to 65534 on Windows and `getuid()` on unix)

group: int (optional)
GID value to use when talking to the server (defaults to 65534 on Windows and `getgid()` in unix)

tcp-syn-count: int (optional)
number of SYNs during the session establishment (defaults to libnfs default)

readahead-size: int (optional)
set the readahead size in bytes (defaults to libnfs default)

page-cache-size: int (optional)
set the pagecache size in bytes (defaults to libnfs default)

debug: int (optional)
set the NFS debug level (max 2) (defaults to libnfs default)

Since: 2.9

BlockdevOptionsCurlBase [Object]

Driver specific block device options shared by all protocols supported by the curl backend.

Members:

url: string
URL of the image file

readahead: int (optional)
Size of the read-ahead cache; must be a multiple of 512 (defaults to 256 kB)

timeout: int (optional)
Timeout for connections, in seconds (defaults to 5)

username: string (optional)
Username for authentication (defaults to none)

password-secret: string (optional)
 ID of a QCryptoSecret object providing a password for authentication (defaults to no password)

proxy-username: string (optional)
 Username for proxy authentication (defaults to none)

proxy-password-secret: string (optional)
 ID of a QCryptoSecret object providing a password for proxy authentication (defaults to no password)

Since: 2.9

BlockdevOptionsCurlHttp [Object]

Driver specific block device options for HTTP connections over the curl backend. URLs must start with "http://".

Members:

cookie: string (optional)
 List of cookies to set; format is "name1=content1; name2=content2;" as explained by CURLOPT_COOKIE(3). Defaults to no cookies.

cookie-secret: string (optional)
 ID of a QCryptoSecret object providing the cookie data in a secure way. See `cookie` for the format. (since 2.10)

The members of `BlockdevOptionsCurlBase`

Since: 2.9

BlockdevOptionsCurlHttps [Object]

Driver specific block device options for HTTPS connections over the curl backend. URLs must start with "https://".

Members:

cookie: string (optional)
 List of cookies to set; format is "name1=content1; name2=content2;" as explained by CURLOPT_COOKIE(3). Defaults to no cookies.

sslverify: boolean (optional)
 Whether to verify the SSL certificate's validity (defaults to true)

cookie-secret: string (optional)
 ID of a QCryptoSecret object providing the cookie data in a secure way. See `cookie` for the format. (since 2.10)

The members of `BlockdevOptionsCurlBase`

Since: 2.9

BlockdevOptionsCurlFtp [Object]

Driver specific block device options for FTP connections over the curl backend. URLs must start with "ftp://".

Members:

The members of `BlockdevOptionsCurlBase`

Since: 2.9

BlockdevOptionsCurlFtps [Object]

Driver specific block device options for FTPS connections over the curl backend. URLs must start with "ftps://".

Members:

sslverify: `boolean` (optional)

Whether to verify the SSL certificate's validity (defaults to true)

The members of `BlockdevOptionsCurlBase`

Since: 2.9

BlockdevOptionsNbd [Object]

Driver specific block device options for NBD.

Members:

server: `SocketAddress`

NBD server address

export: `string` (optional)

export name

tls-creds: `string` (optional)

TLS credentials ID

x-dirty-bitmap: `string` (optional)

A "qemu:dirty-bitmap:NAME" string to query in place of traditional "base:allocation" block status (see `NBD_OPT_LIST_META_CONTEXT` in the NBD protocol) (since 3.0)

reconnect-delay: `int` (optional)

On an unexpected disconnect, the nbd client tries to connect again until succeeding or encountering a serious error. During the first `reconnect-delay` seconds, all requests are paused and will be rerun on a successful reconnect. After that time, any delayed requests and all future requests before a successful reconnect will immediately fail. Default 0 (Since 4.2)

Since: 2.9

BlockdevOptionsRaw [Object]

Driver specific block device options for the raw driver.

Members:

offset: `int` (optional)

position where the block device starts

size: `int` (optional)

the assumed size of the device

The members of `BlockdevOptionsGenericFormat`

Since: 2.9

BlockdevOptionsVxHS [Object]

Driver specific block device options for VxHS

Members:

vdisk-id: `string`
UUID of VxHS volume

server: `InetSocketAddressBase`
vxhs server IP, port

tls-creds: `string` (optional)
TLS credentials ID

Since: 2.10

BlockdevOptionsThrottle [Object]

Driver specific block device options for the throttle driver

Members:

throttle-group: `string`
the name of the throttle-group object to use. It must already exist.

file: `BlockdevRef`
reference to or definition of the data source block device

Since: 2.11

BlockdevOptions [Object]

Options for creating a block device. Many options are available for all block devices, independent of the block driver:

Members:

driver: `BlockdevDriver`
block driver name

node-name: `string` (optional)
the node name of the new node (Since 2.0). This option is required on the top level of `blockdev-add`. Valid node names start with an alphabetic character and may contain only alphanumeric characters, '-', '.' and '_'. Their maximum length is 31 characters.

discard: `BlockdevDiscardOptions` (optional)
discard-related options (default: ignore)

cache: `BlockdevCacheOptions` (optional)
cache-related options

read-only: `boolean` (optional)
whether the block device should be read-only (default: false). Note that some block drivers support only read-only access, either generally or in certain configurations. In this case, the default value does not work and the option must be specified explicitly.

auto-read-only: `boolean` (optional)

if true and `read-only` is false, QEMU may automatically decide not to open the image read-write as requested, but fall back to read-only instead (and switch between the modes later), e.g. depending on whether the image file is writable or whether a writing user is attached to the node (default: false, since 3.1)

detect-zeroes: `BlockdevDetectZeroesOptions` (optional)

detect and optimize zero writes (Since 2.1) (default: off)

force-share: `boolean` (optional)

force share all permission on added nodes. Requires `read-only=true`. (Since 2.10)

The members of `BlockdevOptionsBlkdebug` when driver is "blkdebug"
 The members of `BlockdevOptionsBlklogwrites` when driver is "blklogwrites"
 The members of `BlockdevOptionsBlkverify` when driver is "blkverify"
 The members of `BlockdevOptionsBlkreplay` when driver is "blkreplay"
 The members of `BlockdevOptionsGenericFormat` when driver is "bochs"
 The members of `BlockdevOptionsGenericFormat` when driver is "cloop"
 The members of `BlockdevOptionsGenericFormat` when driver is "copy-on-read"
 The members of `BlockdevOptionsGenericFormat` when driver is "dmg"
 The members of `BlockdevOptionsFile` when driver is "file"
 The members of `BlockdevOptionsCurlFtp` when driver is "ftp"
 The members of `BlockdevOptionsCurlFtps` when driver is "ftps"
 The members of `BlockdevOptionsGluster` when driver is "gluster"
 The members of `BlockdevOptionsFile` when driver is "host_cdrom"
 The members of `BlockdevOptionsFile` when driver is "host_device"
 The members of `BlockdevOptionsCurlHttp` when driver is "http"
 The members of `BlockdevOptionsCurlHttps` when driver is "https"
 The members of `BlockdevOptionsIscsi` when driver is "iscsi"
 The members of `BlockdevOptionsLUKS` when driver is "luks"
 The members of `BlockdevOptionsNbd` when driver is "nbd"
 The members of `BlockdevOptionsNfs` when driver is "nfs"
 The members of `BlockdevOptionsNull` when driver is "null-aio"
 The members of `BlockdevOptionsNull` when driver is "null-co"
 The members of `BlockdevOptionsNVMe` when driver is "nvme"
 The members of `BlockdevOptionsGenericFormat` when driver is "parallels"
 The members of `BlockdevOptionsQcow2` when driver is "qcow2"
 The members of `BlockdevOptionsQcow` when driver is "qcow"
 The members of `BlockdevOptionsGenericCOWFormat` when driver is "qed"
 The members of `BlockdevOptionsQuorum` when driver is "quorum"
 The members of `BlockdevOptionsRaw` when driver is "raw"
 The members of `BlockdevOptionsRbd` when driver is "rbd"
 The members of `BlockdevOptionsReplication` when driver is "replication" (**If defined(CONFIG_REPLICATION)**)
 The members of `BlockdevOptionsSheepdog` when driver is "sheepdog"
 The members of `BlockdevOptionsSsh` when driver is "ssh"
 The members of `BlockdevOptionsThrottle` when driver is "throttle"
 The members of `BlockdevOptionsGenericFormat` when driver is "vdi"
 The members of `BlockdevOptionsGenericFormat` when driver is "vhdx"
 The members of `BlockdevOptionsGenericCOWFormat` when driver is "vmdk"
 The members of `BlockdevOptionsGenericFormat` when driver is "vpc"
 The members of `BlockdevOptionsVVFAT` when driver is "vvfat"
 The members of `BlockdevOptionsVxHS` when driver is "vxhs"
 Remaining options are determined by the block driver.

Since: 2.9

BlockdevRef

[Alternate]

Reference to a block device.

Members:

definition: `BlockdevOptions`
 defines a new block device inline

reference: `string`
 references the ID of an existing block device

Since: 2.9

`BlockdevRefOrNull` [Alternate]

Reference to a block device.

Members:

definition: `BlockdevOptions`
 defines a new block device inline

reference: `string`
 references the ID of an existing block device. An empty string means that no block device should be referenced. Deprecated; use null instead.

null: `null`
 No block device should be referenced (since 2.10)

Since: 2.9

`blockdev-add` [Command]

Creates a new block device. If the `id` option is given at the top level, a `BlockBackend` will be created; otherwise, `node-name` is mandatory at the top level and no `BlockBackend` will be created.

Arguments: the members of `BlockdevOptions`

Since: 2.9

Example:

```
1.
-> { "execute": "blockdev-add",
    "arguments": {
      "driver": "qcow2",
      "node-name": "test1",
      "file": {
        "driver": "file",
        "filename": "test.qcow2"
      }
    }
  }
<- { "return": {} }
```

```
2.
-> { "execute": "blockdev-add",
    "arguments": {
      "driver": "qcow2",
      "node-name": "node0",
      "discard": "unmap",
```

```

    "cache": {
      "direct": true
    },
    "file": {
      "driver": "file",
      "filename": "/tmp/test.qcow2"
    },
    "backing": {
      "driver": "raw",
      "file": {
        "driver": "file",
        "filename": "/dev/fdset/4"
      }
    }
  }
}

<- { "return": {} }

```

x-blockdev-reopen [Command]

Reopens a block device using the given set of options. Any option not specified will be reset to its default value regardless of its previous status. If an option cannot be changed or a particular driver does not support reopening then the command will return an error.

The top-level **node-name** option (from `BlockdevOptions`) must be specified and is used to select the block device to be reopened. Other **node-name** options must be either omitted or set to the current name of the appropriate node. This command won't change any node name and any attempt to do it will result in an error.

In the case of options that refer to child nodes, the behavior of this command depends on the value:

- 1) A set of options (`BlockdevOptions`): the child is reopened with the specified set of options.
- 2) A reference to the current child: the child is reopened using its existing set of options.
- 3) A reference to a different node: the current child is replaced with the specified one.
- 4) NULL: the current child (if any) is detached.

Options (1) and (2) are supported in all cases, but at the moment only **backing** allows replacing or detaching an existing child.

Unlike with `blockdev-add`, the **backing** option must always be present unless the node being reopened does not have a backing file and its image does not have a default backing file name as part of its metadata.

Arguments: the members of `BlockdevOptions`

Since: 4.0

blockdev-del [Command]

Deletes a block device that has been added using `blockdev-add`. The command will fail if the node is attached to a device or is otherwise being used.

Arguments:

`node-name`: string
Name of the graph node to delete.

Since: 2.9

Example:

```
-> { "execute": "blockdev-add",
      "arguments": {
        "driver": "qcow2",
        "node-name": "node0",
        "file": {
          "driver": "file",
          "filename": "test.qcow2"
        }
      }
}
<- { "return": {} }

-> { "execute": "blockdev-del",
      "arguments": { "node-name": "node0" }
}
<- { "return": {} }
```

BlockdevCreateOptionsFile [Object]

Driver specific image creation options for file.

`filename` Filename for the new image file `size` Size of the virtual disk in bytes
`preallocation` Preallocation mode for the new image (default: off; allowed values: off, falloc (if defined `CONFIG_POSIX_FALLOCATE`), full (if defined `CONFIG_POSIX`)) `nocow` Turn off copy-on-write (valid only on btrfs; default: off)

Members:

`filename`: string
Not documented

`size`: int Not documented

`preallocation`: PreallocMode (optional)
Not documented

`nocow`: boolean (optional)
Not documented

Since: 2.12

BlockdevCreateOptionsGluster [Object]

Driver specific image creation options for gluster.

location Where to store the new image file **size** Size of the virtual disk in bytes
preallocation Preallocation mode for the new image (default: off; allowed values: off, falloc (if defined CONFIG_GLUSTERFS_FALLOCATE), full (if defined CONFIG_GLUSTERFS_ZEROFILL))

Members:

location: BlockdevOptionsGluster
 Not documented

size: int Not documented

preallocation: PreallocMode (optional)
 Not documented

Since: 2.12**BlockdevCreateOptionsLUKS** [Object]

Driver specific image creation options for LUKS.

file Node to create the image format on **size** Size of the virtual disk in bytes
preallocation Preallocation mode for the new image (since: 4.2) (default: off; allowed values: off, metadata, falloc, full)

Members:

file: BlockdevRef
 Not documented

size: int Not documented

preallocation: PreallocMode (optional)
 Not documented

The members of QCryptoBlockCreateOptionsLUKS

Since: 2.12**BlockdevCreateOptionsNfs** [Object]

Driver specific image creation options for NFS.

location Where to store the new image file **size** Size of the virtual disk in bytes

Members:

location: BlockdevOptionsNfs
 Not documented

size: int Not documented

Since: 2.12**BlockdevCreateOptionsParallels** [Object]

Driver specific image creation options for parallels.

file Node to create the image format on **size** Size of the virtual disk in bytes
cluster-size Cluster size in bytes (default: 1 MB)

Members:

file: BlockdevRef
 Not documented

size: int Not documented
cluster-size: int (optional)
 Not documented

Since: 2.12

BlockdevCreateOptionsQcow [Object]

Driver specific image creation options for qcow.

file Node to create the image format on **size** Size of the virtual disk in bytes
backing-file File name of the backing file if a backing file should be used **encrypt**
 Encryption options if the image should be encrypted

Members:

file: BlockdevRef
 Not documented
size: int Not documented
backing-file: string (optional)
 Not documented
encrypt: QCryptoBlockCreateOptions (optional)
 Not documented

Since: 2.12

BlockdevQcow2Version [Enum]

Values:

v2 The original QCOW2 format as introduced in qemu 0.10 (version 2)
v3 The extended QCOW2 format as introduced in qemu 1.1 (version 3)

Since: 2.12

BlockdevCreateOptionsQcow2 [Object]

Driver specific image creation options for qcow2.

file Node to create the image format on **data-file** Node to use as an external data file in which all guest data is stored so that only metadata remains in the qcow2 file (since: 4.0) **data-file-raw** True if the external data file must stay valid as a standalone (read-only) raw image without looking at qcow2 metadata (default: false; since: 4.0) **size** Size of the virtual disk in bytes **version** Compatibility level (default: v3) **backing-file** File name of the backing file if a backing file should be used **backing-fmt** Name of the block driver to use for the backing file **encrypt** Encryption options if the image should be encrypted **cluster-size** qcow2 cluster size in bytes (default: 65536) **preallocation** Preallocation mode for the new image (default: off; allowed values: off, falloc, full, metadata) **lazy-refcounts** True if refcounts may be updated lazily (default: off) **refcount-bits** Width of reference counts in bits (default: 16)

Members:

file: BlockdevRef
 Not documented

`data-file`: `BlockdevRef` (optional)
Not documented

`data-file-raw`: `boolean` (optional)
Not documented

`size`: `int` Not documented

`version`: `BlockdevQcow2Version` (optional)
Not documented

`backing-file`: `string` (optional)
Not documented

`backing-fmt`: `BlockdevDriver` (optional)
Not documented

`encrypt`: `QCryptoBlockCreateOptions` (optional)
Not documented

`cluster-size`: `int` (optional)
Not documented

`preallocation`: `PreallocMode` (optional)
Not documented

`lazy-refcounts`: `boolean` (optional)
Not documented

`refcount-bits`: `int` (optional)
Not documented

Since: 2.12

`BlockdevCreateOptionsQed` [Object]

Driver specific image creation options for qed.

`file` Node to create the image format on `size` Size of the virtual disk in bytes
`backing-file` File name of the backing file if a backing file should be used
`backing-fmt` Name of the block driver to use for the backing file `cluster-size`
Cluster size in bytes (default: 65536) `table-size` L1/L2 table size (in clusters)

Members:

`file`: `BlockdevRef`
Not documented

`size`: `int` Not documented

`backing-file`: `string` (optional)
Not documented

`backing-fmt`: `BlockdevDriver` (optional)
Not documented

`cluster-size`: `int` (optional)
Not documented

`table-size`: int (optional)
Not documented

Since: 2.12

BlockdevCreateOptionsRbd [Object]

Driver specific image creation options for rbd/Ceph.

`location` Where to store the new image file. This location cannot point to a snapshot.

`size` Size of the virtual disk in bytes `cluster-size` RBD object size

Members:

`location`: `BlockdevOptionsRbd`
Not documented

`size`: int Not documented

`cluster-size`: int (optional)
Not documented

Since: 2.12

BlockdevVmdkSubformat [Enum]

Subformat options for VMDK images

Values:

`monolithicSparse`
Single file image with sparse cluster allocation

`monolithicFlat`
Single flat data image and a descriptor file

`twoGbMaxExtentSparse`
Data is split into 2GB (per virtual LBA) sparse extent files, in addition to a descriptor file

`twoGbMaxExtentFlat`
Data is split into 2GB (per virtual LBA) flat extent files, in addition to a descriptor file

`streamOptimized`
Single file image sparse cluster allocation, optimized for streaming over network.

Since: 4.0

BlockdevVmdkAdapterType [Enum]

Adapter type info for VMDK images

Values:

`ide` Not documented

`buslogic` Not documented

`lsilogic` Not documented

`legacyESX`
Not documented

Since: 4.0

BlockdevCreateOptionsVmdk [Object]

Driver specific image creation options for VMDK.

file Where to store the new image file. This refers to the image file for monolithic-Sparse and streamOptimized format, or the descriptor file for other formats. **size** Size of the virtual disk in bytes **extents** Where to store the data extents. Required for monolithicFlat, twoGbMaxExtentSparse and twoGbMaxExtentFlat formats. For monolithicFlat, only one entry is required; for twoGbMaxExtent* formats, the number of entries required is calculated as $\text{extent_number} = \text{virtual_size} / 2\text{GB}$. Providing more extents than will be used is an error. **subformat** The subformat of the VMDK image. Default: "monolithicSparse". **backing-file** The path of backing file. Default: no backing file is used. **adapter-type** The adapter type used to fill in the descriptor. Default: ide. **hwversion** Hardware version. The meaningful options are "4" or "6". Default: "4". **zeroed-grain** Whether to enable zeroed-grain feature for sparse subformats. Default: false.

Members:

file: BlockdevRef
Not documented

size: int Not documented

extents: array of BlockdevRef (optional)
Not documented

subformat: BlockdevVmdkSubformat (optional)
Not documented

backing-file: string (optional)
Not documented

adapter-type: BlockdevVmdkAdapterType (optional)
Not documented

hwversion: string (optional)
Not documented

zeroed-grain: boolean (optional)
Not documented

Since: 4.0

SheepdogRedundancyType [Enum]

full Create a fully replicated vdi with x copies **erasure-coded** Create an erasure coded vdi with x data strips and y parity strips

Values:

full Not documented

`erasure-coded`
Not documented

Since: 2.12

SheepdogRedundancyFull [Object]

`copies` Number of copies to use (between 1 and 31)

Members:

`copies: int`
Not documented

Since: 2.12

SheepdogRedundancyErasureCoded [Object]

`data-strips` Number of data strips to use (one of {2,4,8,16}) `parity-strips` Number of parity strips to use (between 1 and 15)

Members:

`data-strips: int`
Not documented

`parity-strips: int`
Not documented

Since: 2.12

SheepdogRedundancy [Object]

Members:

`type: SheepdogRedundancyType`
Not documented

The members of `SheepdogRedundancyFull` when `type` is "full"
The members of `SheepdogRedundancyErasureCoded` when `type` is "erasure-coded"

Since: 2.12

BlockdevCreateOptionsSheepdog [Object]

Driver specific image creation options for Sheepdog.

`location` Where to store the new image file `size` Size of the virtual disk in bytes
`backing-file` File name of a base image `preallocation` Preallocation mode for the new image (default: off; allowed values: off, full) `redundancy` Redundancy of the image
`object-size` Object size of the image

Members:

`location: BlockdevOptionsSheepdog`
Not documented

`size: int` Not documented

`backing-file: string` (optional)
Not documented

preallocation: PreallocMode (optional)
Not documented

redundancy: SheepdogRedundancy (optional)
Not documented

object-size: int (optional)
Not documented

Since: 2.12

BlockdevCreateOptionsSsh [Object]

Driver specific image creation options for SSH.

location Where to store the new image file **size** Size of the virtual disk in bytes

Members:

location: BlockdevOptionsSsh
Not documented

size: int Not documented

Since: 2.12

BlockdevCreateOptionsVdi [Object]

Driver specific image creation options for VDI.

file Node to create the image format on **size** Size of the virtual disk in bytes
preallocation Preallocation mode for the new image (default: off; allowed values: off, metadata)

Members:

file: BlockdevRef
Not documented

size: int Not documented

preallocation: PreallocMode (optional)
Not documented

Since: 2.12

BlockdevVhdxSubformat [Enum]

Values:

dynamic Growing image file

fixed Preallocated fixed-size image file

Since: 2.12

BlockdevCreateOptionsVhdx [Object]

Driver specific image creation options for vhdx.

file Node to create the image format on **size** Size of the virtual disk in bytes
log-size Log size in bytes, must be a multiple of 1 MB (default: 1 MB) **block-size**
Block size in bytes, must be a multiple of 1 MB and not larger than 256 MB (default:

automatically choose a block size depending on the image size) **subformat** vhdx subformat (default: dynamic) **block-state-zero** Force use of payload blocks of type 'ZERO'. Non-standard, but default. Do not set to 'off' when using 'qemu-img convert' with subformat=dynamic.

Members:

file: BlockdevRef
Not documented

size: int Not documented

log-size: int (optional)
Not documented

block-size: int (optional)
Not documented

subformat: BlockdevVhdxSubformat (optional)
Not documented

block-state-zero: boolean (optional)
Not documented

Since: 2.12

BlockdevVpcSubformat [Enum]

Values:

dynamic Growing image file

fixed Preallocated fixed-size image file

Since: 2.12

BlockdevCreateOptionsVpc [Object]

Driver specific image creation options for vpc (VHD).

file Node to create the image format on **size** Size of the virtual disk in bytes
subformat vhdx subformat (default: dynamic) **force-size** Force use of the exact byte size instead of rounding to the next size that can be represented in CHS geometry (default: false)

Members:

file: BlockdevRef
Not documented

size: int Not documented

subformat: BlockdevVpcSubformat (optional)
Not documented

force-size: boolean (optional)
Not documented

Since: 2.12

BlockdevCreateOptions [Object]

Options for creating an image format on a given node.

driver block driver to create the image format

Members:

driver: BlockdevDriver
Not documented

The members of BlockdevCreateOptionsFile when driver is "file"

The members of BlockdevCreateOptionsGluster when driver is "gluster"

The members of BlockdevCreateOptionsLUKS when driver is "luks"

The members of BlockdevCreateOptionsNfs when driver is "nfs"

The members of BlockdevCreateOptionsParallels when driver is "parallels"

The members of BlockdevCreateOptionsQcow when driver is "qcow"

The members of BlockdevCreateOptionsQcow2 when driver is "qcow2"

The members of BlockdevCreateOptionsQed when driver is "qed"

The members of BlockdevCreateOptionsRbd when driver is "rbd"

The members of BlockdevCreateOptionsSheepdog when driver is "sheepdog"

The members of BlockdevCreateOptionsSsh when driver is "ssh"

The members of BlockdevCreateOptionsVdi when driver is "vdi"

The members of BlockdevCreateOptionsVhdx when driver is "vhdx"

The members of BlockdevCreateOptionsVmdk when driver is "vmdk"

The members of BlockdevCreateOptionsVpc when driver is "vpc"

Since: 2.12

blockdev-create [Command]

Starts a job to create an image format on a given node. The job is automatically finalized, but a manual job-dismiss is required.

Arguments:

job-id: string
Identifier for the newly created job.

options: BlockdevCreateOptions
Options for the image creation.

Since: 3.0

blockdev-open-tray [Command]

Opens a block device's tray. If there is a block driver state tree inserted as a medium, it will become inaccessible to the guest (but it will remain associated to the block device, so closing the tray will make it accessible again).

If the tray was already open before, this will be a no-op.

Once the tray opens, a DEVICE_TRAY_MOVED event is emitted. There are cases in which no such event will be generated, these include:

- if the guest has locked the tray, **force** is false and the guest does not respond to the eject request
- if the BlockBackend denoted by **device** does not have a guest device attached to it

- if the guest device does not have an actual tray

Arguments:

device: string (optional)

Block device name (deprecated, use `id` instead)

id: string (optional)

The name or QOM path of the guest device (since: 2.8)

force: boolean (optional)

if false (the default), an eject request will be sent to the guest if it has locked the tray (and the tray will not be opened immediately); if true, the tray will be opened regardless of whether it is locked

Since: 2.5

Example:

```
-> { "execute": "blockdev-open-tray",
      "arguments": { "id": "ide0-1-0" } }

<- { "timestamp": { "seconds": 1418751016,
                    "microseconds": 716996 },
      "event": "DEVICE_TRAY_MOVED",
      "data": { "device": "ide1-cd0",
                 "id": "ide0-1-0",
                 "tray-open": true } }

<- { "return": {} }
```

`blockdev-close-tray` [Command]

Closes a block device's tray. If there is a block driver state tree associated with the block device (which is currently ejected), that tree will be loaded as the medium.

If the tray was already closed before, this will be a no-op.

Arguments:

device: string (optional)

Block device name (deprecated, use `id` instead)

id: string (optional)

The name or QOM path of the guest device (since: 2.8)

Since: 2.5

Example:

```
-> { "execute": "blockdev-close-tray",
      "arguments": { "id": "ide0-1-0" } }

<- { "timestamp": { "seconds": 1418751345,
                    "microseconds": 272147 },
      "event": "DEVICE_TRAY_MOVED",
      "data": { "device": "ide1-cd0",
```

```

        "id": "ide0-1-0",
        "tray-open": false } }

<- { "return": {} }

```

blockdev-remove-medium [Command]

Removes a medium (a block driver state tree) from a block device. That block device's tray must currently be open (unless there is no attached guest device).

If the tray is open and there is no medium inserted, this will be a no-op.

Arguments:

id: string
The name or QOM path of the guest device

Since: 2.12

Example:

```

-> { "execute": "blockdev-remove-medium",
      "arguments": { "id": "ide0-1-0" } }

<- { "error": { "class": "GenericError",
                "desc": "Tray of device 'ide0-1-0' is not open" } }

-> { "execute": "blockdev-open-tray",
      "arguments": { "id": "ide0-1-0" } }

<- { "timestamp": { "seconds": 1418751627,
                    "microseconds": 549958 },
      "event": "DEVICE_TRAY_MOVED",
      "data": { "device": "ide1-cd0",
                 "id": "ide0-1-0",
                 "tray-open": true } }

<- { "return": {} }

-> { "execute": "blockdev-remove-medium",
      "arguments": { "id": "ide0-1-0" } }

<- { "return": {} }

```

blockdev-insert-medium [Command]

Inserts a medium (a block driver state tree) into a block device. That block device's tray must currently be open (unless there is no attached guest device) and there must be no medium inserted already.

Arguments:

id: string
The name or QOM path of the guest device

node-name: `string`
name of a node in the block driver state graph

Since: 2.12

Example:

```
-> { "execute": "blockdev-add",
      "arguments": {
        "node-name": "node0",
        "driver": "raw",
        "file": { "driver": "file",
                  "filename": "fedora.iso" } } }
<- { "return": {} }
```

```
-> { "execute": "blockdev-insert-medium",
      "arguments": { "id": "ide0-1-0",
                    "node-name": "node0" } }
<- { "return": {} }
```

BlockdevChangeReadOnlyMode [Enum]

Specifies the new read-only mode of a block device subject to the `blockdev-change-medium` command.

Values:

`retain` Retains the current read-only mode

`read-only`
Makes the device read-only

`read-write`
Makes the device writable

Since: 2.3

blockdev-change-medium [Command]

Changes the medium inserted into a block device by ejecting the current medium and loading a new image file which is inserted as the new medium (this command combines `blockdev-open-tray`, `blockdev-remove-medium`, `blockdev-insert-medium` and `blockdev-close-tray`).

Arguments:

device: `string` (optional)
Block device name (deprecated, use `id` instead)

id: `string` (optional)
The name or QOM path of the guest device (since: 2.8)

filename: `string`
filename of the new image to be loaded

format: `string` (optional)
format to open the new image with (defaults to the probed format)

`read-only-mode`: `BlockdevChangeReadOnlyMode` (optional)
change the read-only mode of the device; defaults to 'retain'

Since: 2.5

Examples:

1. Change a removable medium

```
-> { "execute": "blockdev-change-medium",
      "arguments": { "id": "ide0-1-0",
                    "filename": "/srv/images/Fedora-12-x86_64-DVD.iso",
                    "format": "raw" } }
<- { "return": {} }
```

2. Load a read-only medium into a writable drive

```
-> { "execute": "blockdev-change-medium",
      "arguments": { "id": "floppyA",
                    "filename": "/srv/images/ro.img",
                    "format": "raw",
                    "read-only-mode": "retain" } }

<- { "error":
      { "class": "GenericError",
        "desc": "Could not open '/srv/images/ro.img': Permission denied" } }

-> { "execute": "blockdev-change-medium",
      "arguments": { "id": "floppyA",
                    "filename": "/srv/images/ro.img",
                    "format": "raw",
                    "read-only-mode": "read-only" } }

<- { "return": {} }
```

BlockErrorAction

[Enum]

An enumeration of action that has been taken when a DISK I/O occurs

Values:

`ignore` error has been ignored
`report` error has been reported to the device
`stop` error caused VM to be stopped

Since: 2.1

BLOCK_IMAGE_CORRUPTED

[Event]

Emitted when a disk image is being marked corrupt. The image can be identified by its device or node name. The 'device' field is always present for compatibility reasons, but it can be empty ("") if the image does not have a device name associated.

Arguments:**device:** string

device name. This is always present for compatibility reasons, but it can be empty ("") if the image does not have a device name associated.

node-name: string (optional)

node name (Since: 2.4)

msg: string

informative message for human consumption, such as the kind of corruption being detected. It should not be parsed by machine as it is not guaranteed to be stable

offset: int (optional)

if the corruption resulted from an image access, this is the host's access offset into the image

size: int (optional)

if the corruption resulted from an image access, this is the access size

fatal: boolean

if set, the image is marked corrupt and therefore unusable after this event and must be repaired (Since 2.2; before, every BLOCK_IMAGE_CORRUPTED event was fatal)

Note: If action is "stop", a STOP event will eventually follow the BLOCK_IO_ERROR event.

Example:

```
<- { "event": "BLOCK_IMAGE_CORRUPTED",
      "data": { "device": "ide0-hd0", "node-name": "node0",
                "msg": "Prevented active L1 table overwrite", "offset": 196608,
                "size": 65536 },
      "timestamp": { "seconds": 1378126126, "microseconds": 966463 } }
```

Since: 1.7**BLOCK_IO_ERROR**

[Event]

Emitted when a disk I/O error occurs

Arguments:**device:** string

device name. This is always present for compatibility reasons, but it can be empty ("") if the image does not have a device name associated.

node-name: string (optional)

node name. Note that errors may be reported for the root node that is directly attached to a guest device rather than for the node where the error occurred. The node name is not present if the drive is empty. (Since: 2.8)

operation: IoOperationType

I/O operation

action: `BlockErrorAction`
 action that has been taken

nospace: `boolean` (optional)
 true if I/O error was caused due to a no-space condition. This key is only present if query-block's io-status is present, please see query-block documentation for more information (since: 2.2)

reason: `string`
 human readable string describing the error cause. (This field is a debugging aid for humans, it should not be parsed by applications) (since: 2.2)

Note: If action is "stop", a STOP event will eventually follow the BLOCK_IO_ERROR event

Since: 0.13.0

Example:

```
<- { "event": "BLOCK_IO_ERROR",
      "data": { "device": "ide0-hd1",
                "node-name": "#block212",
                "operation": "write",
                "action": "stop" },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

BLOCK_JOB_COMPLETED [Event]

Emitted when a block job has completed

Arguments:

type: `JobType`
 job type

device: `string`
 The job identifier. Originally the device name but other values are allowed since QEMU 2.7

len: `int` maximum progress value

offset: `int`
 current progress value. On success this is equal to len. On failure this is less than len

speed: `int`
 rate limit, bytes per second

error: `string` (optional)
 error message. Only present on failure. This field contains a human-readable error message. There are no semantics other than that streaming has failed and clients should not try to interpret the error string

Since: 1.1

Example:

```
<- { "event": "BLOCK_JOB_COMPLETED",
```



```

    "data": { "type": "stream", "device": "virtio-disk0",
              "len": 10737418240, "offset": 10737418240,
              "speed": 0 },
    "timestamp": { "seconds": 1267061043, "microseconds": 959568 } }

```

BLOCK_JOB_CANCELLED [Event]

Emitted when a block job has been cancelled

Arguments:

type: JobType

job type

device: string

The job identifier. Originally the device name but other values are allowed since QEMU 2.7

len: int maximum progress value

offset: int

current progress value. On success this is equal to len. On failure this is less than len

speed: int

rate limit, bytes per second

Since: 1.1

Example:

```

<- { "event": "BLOCK_JOB_CANCELLED",
      "data": { "type": "stream", "device": "virtio-disk0",
                "len": 10737418240, "offset": 134217728,
                "speed": 0 },
      "timestamp": { "seconds": 1267061043, "microseconds": 959568 } }

```

BLOCK_JOB_ERROR [Event]

Emitted when a block job encounters an error

Arguments:

device: string

The job identifier. Originally the device name but other values are allowed since QEMU 2.7

operation: IoOperationType

I/O operation

action: BlockErrorAction

action that has been taken

Since: 1.3

Example:

```

<- { "event": "BLOCK_JOB_ERROR",
      "data": { "device": "ide0-hd1",
                "operation": "write",
                "action": "stop" },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }

```

BLOCK_JOB_READY [Event]

Emitted when a block job is ready to complete

Arguments:

type: JobType

job type

device: string

The job identifier. Originally the device name but other values are allowed since QEMU 2.7

len: int maximum progress value

offset: int

current progress value. On success this is equal to len. On failure this is less than len

speed: int

rate limit, bytes per second

Note: The "ready to complete" status is always reset by a `BLOCK_JOB_ERROR` event

Since: 1.3

Example:

```
<- { "event": "BLOCK_JOB_READY",
      "data": { "device": "drive0", "type": "mirror", "speed": 0,
                "len": 2097152, "offset": 2097152 }
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

BLOCK_JOB_PENDING [Event]

Emitted when a block job is awaiting explicit authorization to finalize graph changes via `block-job-finalize`. If this job is part of a transaction, it will not emit this event until the transaction has converged first.

Arguments:

type: JobType

job type

id: string

The job identifier.

Since: 2.12

Example:

```
<- { "event": "BLOCK_JOB_WAITING",
      "data": { "device": "drive0", "type": "mirror" },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

PreallocMode [Enum]

Preallocation mode of QEMU image file

Values:

off no preallocation

metadata preallocate only for metadata

falloc like **full** preallocation but allocate disk space by `posix_fallocate()` rather than writing data.

full preallocate all data by writing it to the device to ensure disk space is really available. This data may or may not be zero, depending on the image format and storage. **full** preallocation also sets up metadata correctly.

Since: 2.2

BLOCK_WRITE_THRESHOLD [Event]

Emitted when writes on block device reaches or exceeds the configured write threshold. For thin-provisioned devices, this means the device should be extended to avoid pausing for disk exhaustion. The event is one shot. Once triggered, it needs to be re-registered with another `block-set-write-threshold` command.

Arguments:

node-name: `string`
graph node name on which the threshold was exceeded.

amount-exceeded: `int`
amount of data which exceeded the threshold, in bytes.

write-threshold: `int`
last configured threshold, in bytes.

Since: 2.3

block-set-write-threshold [Command]

Change the write threshold for a block drive. An event will be delivered if a write to this block drive crosses the configured threshold. The threshold is an offset, thus must be non-negative. Default is no write threshold. Setting the threshold to zero disables it.

This is useful to transparently resize thin-provisioned drives without the guest OS noticing.

Arguments:

node-name: `string`
graph node name on which the threshold must be set.

write-threshold: `int`
configured threshold for the block device, bytes. Use 0 to disable the threshold.

Since: 2.3

Example:

```
-> { "execute": "block-set-write-threshold",
      "arguments": { "node-name": "mydev",
                    "write-threshold": 17179869184 } }
<- { "return": {} }
```

x-blockdev-change [Command]

Dynamically reconfigure the block driver state graph. It can be used to add, remove, insert or replace a graph node. Currently only the Quorum driver implements this feature to add or remove its child. This is useful to fix a broken quorum child.

If `node` is specified, it will be inserted under `parent`. `child` may not be specified in this case. If both `parent` and `child` are specified but `node` is not, `child` will be detached from `parent`.

Arguments:

parent: string

the id or name of the parent node.

child: string (optional)

the name of a child under the given parent node.

node: string (optional)

the name of the node that will be added.

Note: this command is experimental, and its API is not stable. It does not support all kinds of operations, all kinds of children, nor all block drivers.

FIXME Removing children from a quorum node means introducing gaps in the child indices. This cannot be represented in the 'children' list of `BlockdevOptionsQuorum`, as returned by `.bdrv_refresh_filename()`.

Warning: The data in a new quorum child MUST be consistent with that of the rest of the array.

Since: 2.7

Example:

1. Add a new node to a quorum

```
-> { "execute": "blockdev-add",
      "arguments": {
        "driver": "raw",
        "node-name": "new_node",
        "file": { "driver": "file",
                  "filename": "test.raw" } } }
<- { "return": {} }
```

```
-> { "execute": "x-blockdev-change",
      "arguments": { "parent": "disk1",
                    "node": "new_node" } }
<- { "return": {} }
```

2. Delete a quorum's node

```
-> { "execute": "x-blockdev-change",
      "arguments": { "parent": "disk1",
                    "child": "children.1" } }
<- { "return": {} }
```

x-blockdev-set-iothread [Command]

Move `node` and its children into the `iothread`. If `iothread` is null then move `node` and its children into the main loop.

The node must not be attached to a BlockBackend.

Arguments:

`node-name`: string
the name of the block driver node

`iothread`: StrOrNull
the name of the IOThread object or null for the main loop

`force`: boolean (optional)
true if the node and its children should be moved when a BlockBackend is already attached

Note: this command is experimental and intended for test cases that need control over IOThreads only.

Since: 2.12

Example:

```
1. Move a node into an IOThread
-> { "execute": "x-blockdev-set-iothread",
      "arguments": { "node-name": "disk1",
                    "iothread": "iothread0" } }
<- { "return": {} }

2. Move a node into the main loop
-> { "execute": "x-blockdev-set-iothread",
      "arguments": { "node-name": "disk1",
                    "iothread": null } }
<- { "return": {} }
```

1.8.3 Additional block stuff (VM related)

`BiosAtaTranslation` [Enum]

Policy that BIOS should use to interpret cylinder/head/sector addresses. Note that Bochs BIOS and SeaBIOS will not actually translate logical CHS to physical; instead, they will use logical block addressing.

Values:

`auto` If cylinder/heads/sizes are passed, choose between none and LBA depending on the size of the disk. If they are not passed, choose none if QEMU can guess that the disk had 16 or fewer heads, large if QEMU can guess that the disk had 131072 or fewer tracks across all heads (i.e. cylinders*heads<131072), otherwise LBA.

`none` The physical disk geometry is equal to the logical geometry.

`lba` Assume 63 sectors per track and one of 16, 32, 64, 128 or 255 heads (if fewer than 255 are enough to cover the whole disk with 1024 cylinders/head). The number of cylinders/head is then computed based on the number of sectors and heads.

large The number of cylinders per head is scaled down to 1024 by correspondingly scaling up the number of heads.

rechs Same as **large**, but first convert a 16-head geometry to 15-head, by proportionally scaling up the number of cylinders/head.

Since: 2.0

FloppyDriveType [Enum]

Type of Floppy drive to be emulated by the Floppy Disk Controller.

Values:

144 1.44MB 3.5" drive

288 2.88MB 3.5" drive

120 1.2MB 5.25" drive

none No drive connected

auto Automatically determined by inserted media at boot

Since: 2.6

BlockdevSnapshotInternal [Object]

Members:

device: string

the device name or node-name of a root node to generate the snapshot from

name: string

the name of the internal snapshot to be created

Notes: In transaction, if **name** is empty, or any snapshot matching **name** exists, the operation will fail. Only some image formats support it, for example, qcow2, rbd, and sheepdog.

Since: 1.7

PRManagerInfo [Object]

Information about a persistent reservation manager

Members:

id: string

the identifier of the persistent reservation manager

connected: boolean

true if the persistent reservation manager is connected to the underlying storage or helper

Since: 3.0

query-pr-managers [Command]

Returns a list of information about each persistent reservation manager.

Returns: a list of **PRManagerInfo** for each persistent reservation manager

Since: 3.0

blockdev-snapshot-internal-sync [Command]

Synchronously take an internal snapshot of a block device, when the format of the image used supports it. If the name is an empty string, or a snapshot with name already exists, the operation will fail.

For the arguments, see the documentation of `BlockdevSnapshotInternal`.

Returns: nothing on success

If `device` is not a valid block device, `GenericError`

If any snapshot matching `name` exists, or `name` is empty, `GenericError`

If the format of the image used does not support it, `BlockFormatFeatureNotSupported`

Since: 1.7

Example:

```
-> { "execute": "blockdev-snapshot-internal-sync",
      "arguments": { "device": "ide-hd0",
                    "name": "snapshot0" }
    }
<- { "return": {} }
```

blockdev-snapshot-delete-internal-sync [Command]

Synchronously delete an internal snapshot of a block device, when the format of the image used support it. The snapshot is identified by name or id or both. One of the name or id is required. Return `SnapshotInfo` for the successfully deleted snapshot.

Arguments:

`device: string`

the device name or node-name of a root node to delete the snapshot from

`id: string (optional)`

optional the snapshot's ID to be deleted

`name: string (optional)`

optional the snapshot's name to be deleted

Returns: `SnapshotInfo` on success If `device` is not a valid block device, `GenericError` If snapshot not found, `GenericError` If the format of the image used does not support it, `BlockFormatFeatureNotSupported` If `id` and `name` are both not specified, `GenericError`

Since: 1.7

Example:

```
-> { "execute": "blockdev-snapshot-delete-internal-sync",
      "arguments": { "device": "ide-hd0",
                    "name": "snapshot0" }
    }
<- { "return": {
      "id": "1",
      "name": "snapshot0",
      "vm-state-size": 0,
      "date-sec": 1000012,
    } }
```

```

        "date-nsec": 10,
        "vm-clock-sec": 100,
        "vm-clock-nsec": 20
    }
}

```

eject [Command]

Ejects a device from a removable drive.

Arguments:

device: `string` (optional)

Block device name (deprecated, use `id` instead)

id: `string` (optional)

The name or QOM path of the guest device (since: 2.8)

force: `boolean` (optional)

If true, eject regardless of whether the drive is locked. If not specified, the default value is false.

Returns: Nothing on success

If `device` is not a valid block device, `DeviceNotFound`

Notes: Ejecting a device with no media results in success

Since: 0.14.0

Example:

```

-> { "execute": "eject", "arguments": { "id": "ide1-0-1" } }
<- { "return": {} }

```

nbd-server-start [Command]

Start an NBD server listening on the given host and port. Block devices can then be exported using `nbd-server-add`. The NBD server will present them as named exports; for example, another QEMU instance could refer to them as `"nbd:HOST:PORT:exportname=NAME"`.

Arguments:

addr: `SocketAddressLegacy`

Address on which to listen.

tls-creds: `string` (optional)

ID of the TLS credentials object (since 2.6).

tls-authz: `string` (optional)

ID of the QAuthZ authorization object used to validate the client's x509 distinguished name. This object is only resolved at time of use, so can be deleted and recreated on the fly while the NBD server is active. If missing, it will default to denying access (since 4.0).

Returns: error if the server is already running.

Since: 1.3.0

nbds-server-add [Command]

Export a block node to QEMU's embedded NBD server.

Arguments:

device: string

The device name or node name of the node to be exported

name: string (optional)

Export name. If unspecified, the **device** parameter is used as the export name. (Since 2.12)

writable: boolean (optional)

Whether clients should be able to write to the device via the NBD connection (default false).

bitmap: string (optional)

Also export the dirty bitmap reachable from **device**, so the NBD client can use `NBD_OPT_SET_META_CONTEXT` with "qemu:dirty-bitmap:NAME" to inspect the bitmap. (since 4.0)

Returns: error if the server is not running, or export with the same name already exists.

Since: 1.3.0

NbdServerRemoveMode [Enum]

Mode for removing an NBD export.

Values:

safe Remove export if there are no existing connections, fail otherwise.

hard Drop all connections immediately and remove export.

Potential additional modes to be added in the future:

hide: Just hide export from new clients, leave existing connections as is. Remove export after all clients are disconnected.

soft: Hide export from new clients, answer with ESHUTDOWN for all further requests from existing clients.

Since: 2.12

nbds-server-remove [Command]

Remove NBD export by name.

Arguments:

name: string

Export name.

mode: NbdServerRemoveMode (optional)

Mode of command operation. See `NbdServerRemoveMode` description. Default is 'safe'.

Returns: error if

- the server is not running

- export is not found
- mode is 'safe' and there are existing connections

Since: 2.12

`nbd-server-stop` [Command]
Stop QEMU's embedded NBD server, and unregister all devices previously added via `nbd-server-add`.

Since: 1.3.0

`DEVICE_TRAY_MOVED` [Event]
Emitted whenever the tray of a removable device is moved by the guest or by HMP/QMP commands

Arguments:

`device`: string

Block device name. This is always present for compatibility reasons, but it can be empty ("") if the image does not have a device name associated.

`id`: string

The name or QOM path of the guest device (since 2.8)

`tray-open`: boolean

true if the tray has been opened or false if it has been closed

Since: 1.1

Example:

```
<- { "event": "DEVICE_TRAY_MOVED",
      "data": { "device": "ide1-cd0",
                "id": "/machine/unattached/device[22]",
                "tray-open": true
              },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

`PR_MANAGER_STATUS_CHANGED` [Event]
Emitted whenever the connected status of a persistent reservation manager changes.

Arguments:

`id`: string

The id of the PR manager object

`connected`: boolean

true if the PR manager is connected to a backend

Since: 3.0

Example:

```
<- { "event": "PR_MANAGER_STATUS_CHANGED",
      "data": { "id": "pr-helper0",
                "connected": true
              },
      "timestamp": { "seconds": 1519840375, "microseconds": 450486 } }
```

QuorumOpType [Enum]

An enumeration of the quorum operation types

Values:

`read` read operation

`write` write operation

`flush` flush operation

Since: 2.6

QUORUM_FAILURE [Event]

Emitted by the Quorum block driver if it fails to establish a quorum

Arguments:

`reference: string`
device name if defined else node name

`sector-num: int`
number of the first sector of the failed read operation

`sectors-count: int`
failed read operation sector count

Note: This event is rate-limited.

Since: 2.0

Example:

```
<- { "event": "QUORUM_FAILURE",
      "data": { "reference": "usr1", "sector-num": 345435, "sectors-count": 5 },
      "timestamp": { "seconds": 1344522075, "microseconds": 745528 } }
```

QUORUM_REPORT_BAD [Event]

Emitted to report a corruption of a Quorum file

Arguments:

`type: QuorumOpType`
quorum operation type (Since 2.6)

`error: string (optional)`
error message. Only present on failure. This field contains a human-readable error message. There are no semantics other than that the block layer reported an error and clients should not try to interpret the error string.

`node-name: string`
the graph node name of the block driver state

`sector-num: int`
number of the first sector of the failed read operation

`sectors-count: int`
failed read operation sector count

Note: This event is rate-limited.

Since: 2.0

Example:

1. Read operation

```
{ "event": "QUORUM_REPORT_BAD",
  "data": { "node-name": "node0", "sector-num": 345435, "sectors-count": 5,
            "type": "read" },
  "timestamp": { "seconds": 1344522075, "microseconds": 745528 } }
```

2. Flush operation

```
{ "event": "QUORUM_REPORT_BAD",
  "data": { "node-name": "node0", "sector-num": 0, "sectors-count": 2097120,
            "type": "flush", "error": "Broken pipe" },
  "timestamp": { "seconds": 1456406829, "microseconds": 291763 } }
```

1.9 Character devices

ChardevInfo

[Object]

Information about a character device.

Members:

label: string

the label of the character device

filename: string

the filename of the character device

frontend-open: boolean

shows whether the frontend device attached to this backend (eg. with the chardev=... option) is in open or closed state (since 2.1)

Notes: filename is encoded using the QEMU command line character device encoding. See the QEMU man page for details.

Since: 0.14.0

query-chardev

[Command]

Returns information about current character devices.

Returns: a list of ChardevInfo

Since: 0.14.0

Example:

```
-> { "execute": "query-chardev" }
<- {
  "return": [
    {
      "label": "charchannel0",
```

```

        "filename": "unix:/var/lib/libvirt/qemu/seabios.rhel6.agent,server",
        "frontend-open": false
    },
    {
        "label": "charmonitor",
        "filename": "unix:/var/lib/libvirt/qemu/seabios.rhel6.monitor,server",
        "frontend-open": true
    },
    {
        "label": "charserial0",
        "filename": "pty:/dev/pts/2",
        "frontend-open": true
    }
]
}

```

ChardevBackendInfo

[Object]

Information about a character device backend

Members:

name: string

The backend name

Since: 2.0

query-chardev-backends

[Command]

Returns information about character device backends.

Returns: a list of ChardevBackendInfo

Since: 2.0

Example:

```

-> { "execute": "query-chardev-backends" }
<- {
    "return": [
        {
            "name": "udp"
        },
        {
            "name": "tcp"
        },
        {
            "name": "unix"
        },
        {
            "name": "spiceport"
        }
    ]
}

```

DataFormat [Enum]

An enumeration of data format.

Values:

`utf8` Data is a UTF-8 string (RFC 3629)

`base64` Data is Base64 encoded binary (RFC 3548)

Since: 1.4

ringbuf-write [Command]

Write to a ring buffer character device.

Arguments:

device: `string`
the ring buffer character device name

data: `string`
data to write

format: `DataFormat` (optional)
data encoding (default 'utf8').

- `base64`: data must be base64 encoded text. Its binary decoding gets written.
- `utf8`: data's UTF-8 encoding is written
- data itself is always Unicode regardless of format, like any other string.

Returns: Nothing on success

Since: 1.4

Example:

```
-> { "execute": "ringbuf-write",
      "arguments": { "device": "foo",
                    "data": "abcdefgh",
                    "format": "utf8" } }
<- { "return": {} }
```

ringbuf-read [Command]

Read from a ring buffer character device.

Arguments:

device: `string`
the ring buffer character device name

size: `int` how many bytes to read at most

format: `DataFormat` (optional)
data encoding (default 'utf8').

- `base64`: the data read is returned in base64 encoding.

- utf8: the data read is interpreted as UTF-8. Bug: can screw up when the buffer contains invalid UTF-8 sequences, NUL characters, after the ring buffer lost data, and when reading stops because the size limit is reached.
- The return value is always Unicode regardless of format, like any other string.

Returns: data read from the device

Since: 1.4

Example:

```
-> { "execute": "ringbuf-read",
      "arguments": { "device": "foo",
                    "size": 1000,
                    "format": "utf8" } }
<- { "return": "abcdefgh" }
```

ChardevCommon [Object]

Configuration shared across all chardev backends

Members:

logfile: `string` (optional)
The name of a logfile to save output

logappend: `boolean` (optional)
true to append instead of truncate (default to false to truncate)

Since: 2.6

ChardevFile [Object]

Configuration info for file chardevs.

Members:

in: `string` (optional)
The name of the input file

out: `string`
The name of the output file

append: `boolean` (optional)
Open the file in append mode (default false to truncate) (Since 2.6)

The members of **ChardevCommon**

Since: 1.4

ChardevHostdev [Object]

Configuration info for device and pipe chardevs.

Members:

device: `string`
The name of the special file for the device, i.e. `/dev/ttyS0` on Unix or `COM1`: on Windows

The members of `ChardevCommon`

Since: 1.4

`ChardevSocket` [Object]

Configuration info for (stream) socket chardevs.

Members:

`addr`: `SocketAddressLegacy`
socket address to listen on (`server=true`) or connect to (`server=false`)

`tls-creds`: `string` (optional)
the ID of the TLS credentials object (since 2.6)

`tls-authz`: `string` (optional)
the ID of the `QAuthZ` authorization object against which the client's x509 distinguished name will be validated. This object is only resolved at time of use, so can be deleted and recreated on the fly while the chardev server is active. If missing, it will default to denying access (since 4.0)

`server`: `boolean` (optional)
create server socket (default: `true`)

`wait`: `boolean` (optional)
wait for incoming connection on server sockets (default: `false`).

`nodelay`: `boolean` (optional)
set `TCP_NODELAY` socket option (default: `false`)

`telnet`: `boolean` (optional)
enable telnet protocol on server sockets (default: `false`)

`tn3270`: `boolean` (optional)
enable tn3270 protocol on server sockets (default: `false`) (Since: 2.10)

`websocket`: `boolean` (optional)
enable websocket protocol on server sockets (default: `false`) (Since: 3.1)

`reconnect`: `int` (optional)
For a client socket, if a socket is disconnected, then attempt a reconnect after the given number of seconds. Setting this to zero disables this function. (default: 0) (Since: 2.2)

The members of `ChardevCommon`

Since: 1.4

`ChardevUdp` [Object]

Configuration info for datagram socket chardevs.

Members:

`remote`: `SocketAddressLegacy`
remote address

`local`: `SocketAddressLegacy` (optional)
local address

The members of `ChardevCommon`

Since: 1.5

`ChardevMux` [Object]

Configuration info for mux chardevs.

Members:

`chardev`: `string`
 name of the base chardev.

The members of `ChardevCommon`

Since: 1.5

`ChardevStdio` [Object]

Configuration info for stdio chardevs.

Members:

`signal`: `boolean` (optional)
 Allow signals (such as SIGINT triggered by ^C) be delivered to qemu.
 Default: true in -nographic mode, false otherwise.

The members of `ChardevCommon`

Since: 1.5

`ChardevSpiceChannel` [Object]

Configuration info for spice vm channel chardevs.

Members:

`type`: `string`
 kind of channel (for example vdagent).

The members of `ChardevCommon`

Since: 1.5

If: `defined(CONFIG_SPICE)`

`ChardevSpicePort` [Object]

Configuration info for spice port chardevs.

Members:

`fqdn`: `string`
 name of the channel (see docs/spice-port-fqdn.txt)

The members of `ChardevCommon`

Since: 1.5

If: `defined(CONFIG_SPICE)`

`ChardevVC` [Object]

Configuration info for virtual console chardevs.

Members:

`width`: `int` (optional)
 console width, in pixels

height: `int` (optional)
console height, in pixels

cols: `int` (optional)
console width, in chars

rows: `int` (optional)
console height, in chars

The members of `ChardevCommon`

Since: 1.5

ChardevRingbuf [Object]

Configuration info for ring buffer chardevs.

Members:

size: `int` (optional)
ring buffer size, must be power of two, default is 65536

The members of `ChardevCommon`

Since: 1.5

ChardevBackend [Object]

Configuration info for the new chardev backend.

Members:

type One of "file", "serial", "parallel", "pipe", "socket", "udp",
"pty", "null", "mux", "msmouse", "wctablet", "braille", "testdev",
"stdio", "console", "spicevmc", "spiceport", "vc", "ringbuf",
"memory"

data: ChardevFile when type is "file"
 data: ChardevHostdev when type is "serial"
 data: ChardevHostdev when type is "parallel"
 data: ChardevHostdev when type is "pipe"
 data: ChardevSocket when type is "socket"
 data: ChardevUdp when type is "udp"
 data: ChardevCommon when type is "pty"
 data: ChardevCommon when type is "null"
 data: ChardevMux when type is "mux"
 data: ChardevCommon when type is "msmouse"
 data: ChardevCommon when type is "wctablet"
 data: ChardevCommon when type is "braille"
 data: ChardevCommon when type is "testdev"
 data: ChardevStdio when type is "stdio"
 data: ChardevCommon when type is "console"
 data: ChardevSpiceChannel when type is "spicevmc" (**If:**
 defined(CONFIG_SPICE))
 data: ChardevSpicePort when type is "spiceport" (**If:** defined(CONFIG_SPICE))
 data: ChardevVC when type is "vc"
 data: ChardevRingbuf when type is "ringbuf"
 data: ChardevRingbuf when type is "memory"
Since: 1.4 (testdev since 2.2, wctablet since 2.9)

ChardevReturn [Object]

Return info about the chardev backend just created.

Members:

pty: string (optional)
 name of the slave pseudoterminal device, present if and only if a chardev
 of type 'pty' was created

Since: 1.4

chardev-add [Command]

Add a character device backend

Arguments:

id: string
 the chardev's ID, must be unique

backend: ChardevBackend
 backend type and parameters

Returns: ChardevReturn.

Since: 1.4

Example:

```

-> { "execute" : "chardev-add",
     "arguments" : { "id" : "foo",
                   "backend" : { "type" : "null", "data" : {} } } }
  
```

```

<- { "return": {} }

-> { "execute" : "chardev-add",
    "arguments" : { "id" : "bar",
                    "backend" : { "type" : "file",
                                   "data" : { "out" : "/tmp/bar.log" } } } } }
<- { "return": {} }

-> { "execute" : "chardev-add",
    "arguments" : { "id" : "baz",
                    "backend" : { "type" : "pty", "data" : {} } } } }
<- { "return": { "pty" : "/dev/pty/42" } }

```

`chardev-change` [Command]

Change a character device backend

Arguments:

`id`: string
the chardev's ID, must exist

`backend`: ChardevBackend
new backend type and parameters

Returns: ChardevReturn.

Since: 2.10

Example:

```

-> { "execute" : "chardev-change",
    "arguments" : { "id" : "baz",
                    "backend" : { "type" : "pty", "data" : {} } } } }
<- { "return": { "pty" : "/dev/pty/42" } }

-> {"execute" : "chardev-change",
    "arguments" : {
        "id" : "charchannel2",
        "backend" : {
            "type" : "socket",
            "data" : {
                "addr" : {
                    "type" : "unix" ,
                    "data" : {
                        "path" : "/tmp/charchannel2.socket"
                    }
                }
            },
            "server" : true,
            "wait" : false }}}}
<- {"return": {}}

```

`chardev-remove` [Command]

Remove a character device backend

Arguments:

`id: string`
the chardev's ID, must exist and not be in use

Returns: Nothing on success

Since: 1.4

Example:

```
-> { "execute": "chardev-remove", "arguments": { "id" : "foo" } }
<- { "return": {} }
```

`chardev-send-break` [Command]

Send a break to a character device

Arguments:

`id: string`
the chardev's ID, must exist

Returns: Nothing on success

Since: 2.10

Example:

```
-> { "execute": "chardev-send-break", "arguments": { "id" : "foo" } }
<- { "return": {} }
```

`VSERPORT_CHANGE` [Event]

Emitted when the guest opens or closes a virtio-serial port.

Arguments:

`id: string`
device identifier of the virtio-serial port

`open: boolean`
true if the guest has opened the virtio-serial port

Since: 2.1

Example:

```
<- { "event": "VSERPORT_CHANGE",
      "data": { "id": "channel0", "open": true },
      "timestamp": { "seconds": 1401385907, "microseconds": 422329 } }
```

1.10 Dump guest memory

`DumpGuestMemoryFormat` [Enum]

An enumeration of guest-memory-dump's format.

Values:

`elf` elf format

`kdump-zlib`
kdump-compressed format with zlib-compressed

`kdump-lzo`
 kdump-compressed format with lzo-compressed

`kdump-snappy`
 kdump-compressed format with snappy-compressed

`win-dmp` Windows full crashdump format, can be used instead of ELF converting (since 2.13)

Since: 2.0

`dump-guest-memory` [Command]

Dump guest's memory to vmcore. It is a synchronous operation that can take very long depending on the amount of guest memory.

Arguments:

`paging`: `boolean`

if true, do paging to get guest's memory mapping. This allows using gdb to process the core file.

IMPORTANT: this option can make QEMU allocate several gigabytes of RAM. This can happen for a large guest, or a malicious guest pretending to be large.

Also, `paging=true` has the following limitations:

1. The guest may be in a catastrophic state or can have corrupted memory, which cannot be trusted
2. The guest can be in real-mode even if paging is enabled. For example, the guest uses ACPI to sleep, and ACPI sleep state goes in real-mode
3. Currently only supported on i386 and x86_64.

`protocol`: `string`

the filename or file descriptor of the vmcore. The supported protocols are:

1. `file`: the protocol starts with "file:", and the following string is the file's path.
2. `fd`: the protocol starts with "fd:", and the following string is the fd's name.

`detach`: `boolean` (optional)

if true, QMP will return immediately rather than waiting for the dump to finish. The user can track progress using "query-dump". (since 2.6).

`begin`: `int` (optional)

if specified, the starting physical address.

`length`: `int` (optional)

if specified, the memory size, in bytes. If you don't want to dump all guest's memory, please specify the start `begin` and `length`

`format`: `DumpGuestMemoryFormat` (optional)

if specified, the format of guest memory dump. But non-elf format is conflict with `paging` and `filter`, ie. `paging`, `begin` and `length` is not allowed to be specified with non-elf `format` at the same time (since 2.0)

Note: All boolean arguments default to false

Returns: nothing on success

Since: 1.2

Example:

```
-> { "execute": "dump-guest-memory",
      "arguments": { "protocol": "fd:dump" } }
<- { "return": {} }
```

DumpStatus [Enum]

Describe the status of a long-running background guest memory dump.

Values:

none no dump-guest-memory has started yet.
active there is one dump running in background.
completed the last dump has finished successfully.
failed the last dump has failed.

Since: 2.6

DumpQueryResult [Object]

The result format for 'query-dump'.

Members:

status: **DumpStatus**
 enum of **DumpStatus**, which shows current dump status
completed: **int**
 bytes written in latest dump (uncompressed)
total: **int**
 total bytes to be written in latest dump (uncompressed)

Since: 2.6

query-dump [Command]

Query latest dump status.

Returns: A **DumpStatus** object showing the dump status.

Since: 2.6

Example:

```
-> { "execute": "query-dump" }
<- { "return": { "status": "active", "completed": 1024000,
                  "total": 2048000 } }
```

DUMP_COMPLETED [Event]

Emitted when background dump has completed

Arguments:

result: **DumpQueryResult**
 final dump status

error: `string` (optional)
 human-readable error string that provides hint on why dump failed. Only presents on failure. The user should not try to interpret the error string.

Since: 2.6

Example:

```
{ "event": "DUMP_COMPLETED",
  "data": {"result": {"total": 1090650112, "status": "completed",
                    "completed": 1090650112} } }
```

`DumpGuestMemoryCapability` [Object]

A list of the available formats for dump-guest-memory

Members:

formats: array of `DumpGuestMemoryFormat`
 Not documented

Since: 2.0

`query-dump-guest-memory-capability` [Command]

Returns the available formats for dump-guest-memory

Returns: A `DumpGuestMemoryCapability` object listing available formats for dump-guest-memory

Since: 2.0

Example:

```
-> { "execute": "query-dump-guest-memory-capability" }
<- { "return": { "formats":
                ["elf", "kdump-zlib", "kdump-lzo", "kdump-snappy"] } }
```

1.11 Net devices

`set_link` [Command]

Sets the link status of a virtual network adapter.

Arguments:

name: `string`
 the device name of the virtual network adapter

up: `boolean`
 true to set the link status to be up

Returns: Nothing on success If **name** is not a valid network device, `DeviceNotFound`

Since: 0.14.0

Notes: Not all network adapters support setting link status. This command will succeed even if the network adapter does not support link status notification.

Example:

```
-> { "execute": "set_link",
      "arguments": { "name": "e1000.0", "up": false } }
<- { "return": {} }
```


netdev_add [Command]

Add a network backend.

Arguments:

type: string

the type of network backend. Possible values are listed in NetClientDriver (excluding 'none' and 'nic')

id: string

the name of the new network backend

Additional arguments depend on the type.

TODO: This command effectively bypasses QAPI completely due to its "additional arguments" business. It shouldn't have been added to the schema in this form. It should be qapified properly, or replaced by a properly qapified command.

Since: 0.14.0

Returns: Nothing on success If **type** is not a valid network backend, DeviceNotFound

Example:

```
-> { "execute": "netdev_add",
      "arguments": { "type": "user", "id": "netdev1",
                    "dnssearch": "example.org" } }
<- { "return": {} }
```

netdev_del [Command]

Remove a network backend.

Arguments:

id: string

the name of the network backend to remove

Returns: Nothing on success If **id** is not a valid network backend, DeviceNotFound

Since: 0.14.0

Example:

```
-> { "execute": "netdev_del", "arguments": { "id": "netdev1" } }
<- { "return": {} }
```

NetLegacyNicOptions [Object]

Create a new Network Interface Card.

Members:

netdev: string (optional)

id of -netdev to connect to

macaddr: string (optional)

MAC address

model: string (optional)

device model (e1000, rtl8139, virtio etc.)

addr: string (optional)

PCI device address

vectors: `int` (optional)
 number of MSI-x vectors, 0 to disable MSI-X

Since: 1.2

NetdevUserOptions [Object]

Use the user mode network stack which requires no administrator privilege to run.

Members:

hostname: `string` (optional)
 client hostname reported by the builtin DHCP server

restrict: `boolean` (optional)
 isolate the guest from the host

ipv4: `boolean` (optional)
 whether to support IPv4, default true for enabled (since 2.6)

ipv6: `boolean` (optional)
 whether to support IPv6, default true for enabled (since 2.6)

ip: `string` (optional)
 legacy parameter, use net= instead

net: `string` (optional)
 IP network address that the guest will see, in the form `addr[/netmask]`
 The netmask is optional, and can be either in the form `a.b.c.d` or as a number of valid top-most bits. Default is `10.0.2.0/24`.

host: `string` (optional)
 guest-visible address of the host

tftp: `string` (optional)
 root directory of the built-in TFTP server

bootfile: `string` (optional)
 BOOTP filename, for use with `tftp=`

dhcpstart: `string` (optional)
 the first of the 16 IPs the built-in DHCP server can assign

dns: `string` (optional)
 guest-visible address of the virtual nameserver

dnssearch: `array of String` (optional)
 list of DNS suffixes to search, passed as DHCP option to the guest

domainname: `string` (optional)
 guest-visible domain name of the virtual nameserver (since 3.0)

ipv6-prefix: `string` (optional)
 IPv6 network prefix (default is `fec0::`) (since 2.6). The network prefix is given in the usual hexadecimal IPv6 address notation.

ipv6-prefixlen: `int` (optional)
 IPv6 network prefix length (default is 64) (since 2.6)

ipv6-host: `string` (optional)
 guest-visible IPv6 address of the host (since 2.6)

ipv6-dns: `string` (optional)
 guest-visible IPv6 address of the virtual nameserver (since 2.6)

smb: `string` (optional)
 root directory of the built-in SMB server

smbserver: `string` (optional)
 IP address of the built-in SMB server

hostfwd: `array of String` (optional)
 redirect incoming TCP or UDP host connections to guest endpoints

guestfwd: `array of String` (optional)
 forward guest TCP connections

tftp-server-name: `string` (optional)
 RFC2132 "TFTP server name" string (Since 3.1)

Since: 1.2

NetdevTapOptions

[Object]

Used to configure a host TAP network interface backend.

Members:

ifname: `string` (optional)
 interface name

fd: `string` (optional)
 file descriptor of an already opened tap

fds: `string` (optional)
 multiple file descriptors of already opened multiqueue capable tap

script: `string` (optional)
 script to initialize the interface

downscript: `string` (optional)
 script to shut down the interface

br: `string` (optional)
 bridge name (since 2.8)

helper: `string` (optional)
 command to execute to configure bridge

sndbuf: `int` (optional)
 send buffer limit. Understands [TGMKkb] suffixes.

vnet_hdr: `boolean` (optional)
 enable the IFF_VNET_HDR flag on the tap interface

vhost: `boolean` (optional)
 enable vhost-net network accelerator

vhostfd: **string** (optional)
file descriptor of an already opened vhost net device

vhostfds: **string** (optional)
file descriptors of multiple already opened vhost net devices

vhostforce: **boolean** (optional)
vhost on for non-MSIX virtio guests

queues: **int** (optional)
number of queues to be created for multiqueue capable tap

poll-us: **int** (optional)
maximum number of microseconds that could be spent on busy polling for tap (since 2.7)

Since: 1.2

NetdevSocketOptions [Object]

Socket netdevs are used to establish a network connection to another QEMU virtual machine via a TCP socket.

Members:

fd: **string** (optional)
file descriptor of an already opened socket

listen: **string** (optional)
port number, and optional hostname, to listen on

connect: **string** (optional)
port number, and optional hostname, to connect to

mcast: **string** (optional)
UDP multicast address and port number

localaddr: **string** (optional)
source address and port for multicast and udp packets

udp: **string** (optional)
UDP unicast address and port number

Since: 1.2

NetdevL2TPv3Options [Object]

Configure an Ethernet over L2TPv3 tunnel.

Members:

src: **string**
source address

dst: **string**
destination address

srcport: **string** (optional)
source port - mandatory for udp, optional for ip

dstport: `string` (optional)
 destination port - mandatory for udp, optional for ip

ipv6: `boolean` (optional)
 force the use of ipv6

udp: `boolean` (optional)
 use the udp version of l2tpv3 encapsulation

cookie64: `boolean` (optional)
 use 64 bit cookies

counter: `boolean` (optional)
 have sequence counter

pincounter: `boolean` (optional)
 pin sequence counter to zero - workaround for buggy implementations or networks with packet reorder

txcookie: `int` (optional)
 32 or 64 bit transmit cookie

rxcookie: `int` (optional)
 32 or 64 bit receive cookie

txsession: `int`
 32 bit transmit session

rxsession: `int` (optional)
 32 bit receive session - if not specified set to the same value as transmit

offset: `int` (optional)
 additional offset - allows the insertion of additional application-specific data before the packet payload

Since: 2.1

NetdevVdeOptions

[Object]

Connect to a vde switch running on the host.

Members:

sock: `string` (optional)
 socket path

port: `int` (optional)
 port number

group: `string` (optional)
 group owner of socket

mode: `int` (optional)
 permissions for socket

Since: 1.2

NetdevBridgeOptions [Object]

Connect a host TAP network interface to a host bridge device.

Members:

br: `string` (optional)
bridge name

helper: `string` (optional)
command to execute to configure bridge

Since: 1.2

NetdevHubPortOptions [Object]

Connect two or more net clients through a software hub.

Members:

hubid: `int`
hub identifier number

netdev: `string` (optional)
used to connect hub to a netdev instead of a device (since 2.12)

Since: 1.2

NetdevNetmapOptions [Object]

Connect a client to a netmap-enabled NIC or to a VALE switch port

Members:

ifname: `string`
Either the name of an existing network interface supported by netmap, or the name of a VALE port (created on the fly). A VALE port name is in the form 'valeXXX:YYY', where XXX and YYY are non-negative integers. XXX identifies a switch and YYY identifies a port of the switch. VALE ports having the same XXX are therefore connected to the same switch.

devname: `string` (optional)
path of the netmap device (default: '/dev/netmap').

Since: 2.0

NetdevVhostUserOptions [Object]

Vhost-user network backend

Members:

chardev: `string`
name of a unix socket chardev

vhostforce: `boolean` (optional)
vhost on for non-MSIX virtio guests (default: false).

queues: `int` (optional)
number of queues to be created for multiqueue vhost-user (default: 1)
(Since 2.5)

Since: 2.1

NetClientDriver [Enum]

Available netdev drivers.

Values:

<code>none</code>	Not documented
<code>nic</code>	Not documented
<code>user</code>	Not documented
<code>tap</code>	Not documented
<code>l2tpv3</code>	Not documented
<code>socket</code>	Not documented
<code>vde</code>	Not documented
<code>bridge</code>	Not documented
<code>hubport</code>	Not documented
<code>netmap</code>	Not documented
<code>vhost-user</code>	Not documented

Since: 2.7

'dump': dropped in 2.12

Netdev [Object]

Captures the configuration of a network device.

Members:

`id: string`
 identifier for monitor commands.

`type: NetClientDriver`
 Specify the driver used for interpreting remaining arguments.

The members of `NetLegacyNicOptions` when `type` is "nic"

The members of `NetdevUserOptions` when `type` is "user"

The members of `NetdevTapOptions` when `type` is "tap"

The members of `NetdevL2TPv3Options` when `type` is "l2tpv3"

The members of `NetdevSocketOptions` when `type` is "socket"

The members of `NetdevVdeOptions` when `type` is "vde"

The members of `NetdevBridgeOptions` when `type` is "bridge"

The members of `NetdevHubPortOptions` when `type` is "hubport"

The members of `NetdevNetmapOptions` when `type` is "netmap"

The members of `NetdevVhostUserOptions` when `type` is "vhost-user"

Since: 1.2

'l2tpv3' - since 2.1

NetLegacy [Object]

Captures the configuration of a network device; legacy.

Members:

id: `string` (optional)
 identifier for monitor commands

name: `string` (optional)
 identifier for monitor commands, ignored if `id` is present

opts: `NetLegacyOptions`
 device type specific properties (legacy)

Since: 1.2

'vlan': dropped in 3.0

NetLegacyOptionsType [Enum]**Values:**

<code>none</code>	Not documented
<code>nic</code>	Not documented
<code>user</code>	Not documented
<code>tap</code>	Not documented
<code>l2tpv3</code>	Not documented
<code>socket</code>	Not documented
<code>vde</code>	Not documented
<code>bridge</code>	Not documented
<code>netmap</code>	Not documented
<code>vhost-user</code>	Not documented

Since: 1.2

NetLegacyOptions [Object]

Like `Netdev`, but for use only by the legacy command line options

Members:

type: `NetLegacyOptionsType`
 Not documented

The members of `NetLegacyNicOptions` when `type` is "nic"

The members of `NetdevUserOptions` when `type` is "user"

The members of `NetdevTapOptions` when `type` is "tap"

The members of `NetdevL2TPv3Options` when `type` is "l2tpv3"

The members of `NetdevSocketOptions` when `type` is "socket"

The members of `NetdevVdeOptions` when `type` is "vde"

The members of `NetdevBridgeOptions` when `type` is "bridge"

The members of `NetdevNetmapOptions` when `type` is "netmap"

The members of `NetdevVhostUserOptions` when `type` is "vhost-user"

Since: 1.2

NetFilterDirection [Enum]

Indicates whether a netfilter is attached to a netdev's transmit queue or receive queue or both.

Values:

- all** the filter is attached both to the receive and the transmit queue of the netdev (default).
- rx** the filter is attached to the receive queue of the netdev, where it will receive packets sent to the netdev.
- tx** the filter is attached to the transmit queue of the netdev, where it will receive packets sent by the netdev.

Since: 2.5

RxState [Enum]

Packets receiving state

Values:

- normal** filter assigned packets according to the mac-table
- none** don't receive any assigned packet
- all** receive all assigned packets

Since: 1.6

RxFilterInfo [Object]

Rx-filter information for a NIC.

Members:

- name: string**
net client name
- promiscuous: boolean**
whether promiscuous mode is enabled
- multicast: RxState**
multicast receive state
- unicast: RxState**
unicast receive state
- vlan: RxState**
vlan receive state (Since 2.0)
- broadcast-allowed: boolean**
whether to receive broadcast
- multicast-overflow: boolean**
multicast table is overflowed or not
- unicast-overflow: boolean**
unicast table is overflowed or not

main-mac: string
the main macaddr string

vlan-table: array of int
a list of active vlan id

unicast-table: array of string
a list of unicast macaddr string

multicast-table: array of string
a list of multicast macaddr string

Since: 1.6

query-rx-filter [Command]

Return rx-filter information for all NICs (or for the given NIC).

Arguments:

name: string (optional)
net client name

Returns: list of RxFilterInfo for all NICs (or for the given NIC). Returns an error if the given name doesn't exist, or given NIC doesn't support rx-filter querying, or given net client isn't a NIC.

Since: 1.6

Example:

```
-> { "execute": "query-rx-filter", "arguments": { "name": "vnet0" } }
<- { "return": [
  {
    "promiscuous": true,
    "name": "vnet0",
    "main-mac": "52:54:00:12:34:56",
    "unicast": "normal",
    "vlan": "normal",
    "vlan-table": [
      4,
      0
    ],
    "unicast-table": [
    ],
    "multicast": "normal",
    "multicast-overflow": false,
    "unicast-overflow": false,
    "multicast-table": [
      "01:00:5e:00:00:01",
      "33:33:00:00:00:01",
      "33:33:ff:12:34:56"
    ],
    "broadcast-allowed": false
  }
]
```

```
    ]
  }
```

NIC_RX_FILTER_CHANGED [Event]

Emitted once until the 'query-rx-filter' command is executed, the first event will always be emitted

Arguments:

name: string (optional)
net client name

path: string
device path

Since: 1.6

Example:

```
<- { "event": "NIC_RX_FILTER_CHANGED",
      "data": { "name": "vnet0",
                "path": "/machine/peripheral/vnet0/virtio-backend" },
      "timestamp": { "seconds": 1368697518, "microseconds": 326866 } }
}
```

AnnounceParameters [Object]

Parameters for self-announce timers

Members:

initial: int
Initial delay (in ms) before sending the first GARP/RARP announcement

max: int Maximum delay (in ms) between GARP/RARP announcement packets

rounds: int
Number of self-announcement attempts

step: int Delay increase (in ms) after each self-announcement attempt

interfaces: array of string (optional)
An optional list of interface names, which restricts the announcement to the listed interfaces. (Since 4.1)

id: string (optional)
A name to be used to identify an instance of announce-timers and to allow it to be modified later. Not for use as part of the migration parameters. (Since 4.1)

Since: 4.0

announce-self [Command]

Trigger generation of broadcast RARP frames to update network switches. This can be useful when network bonds fail-over the active slave.

Arguments: the members of **AnnounceParameters**

Example:

```
-> { "execute": "announce-self",
      "arguments": {
        "initial": 50, "max": 550, "rounds": 10, "step": 50,
        "interfaces": ["vn2", "vn3"], "id": "bob" } }
<- { "return": {} }
```

Since: 4.0**FAILOVER_NEGOTIATED** [Event]

Emitted when VIRTIO_NET_F_STANDBY was enabled during feature negotiation. Failover primary devices which were hidden (not hotplugged when requested) before will now be hotplugged by the virtio-net standby device.

device-id: QEMU device id of the unplugged device

Arguments:

device-id: string
Not documented

Since: 4.2**Example:**

```
<- { "event": "FAILOVER_NEGOTIATED",
      "data": "net1" }
```

1.12 RDMA device

RDMA_GID_STATUS_CHANGED [Event]

Emitted when guest driver adds/deletes GID to/from device

Arguments:

netdev: string
RoCE Network Device name

gid-status: boolean
Add or delete indication

subnet-prefix: int
Subnet Prefix

interface-id: int
Not documented

interface-id: Interface ID

Since: 4.0**Example:**

```
<- {"timestamp": {"seconds": 1541579657, "microseconds": 986760},
     "event": "RDMA_GID_STATUS_CHANGED",
     "data":
       {"netdev": "bridge0",
        "interface-id": 15880512517475447892,
        "gid-status": true,
        "subnet-prefix": 33022}}
```

1.13 Rocker switch device

RockerSwitch [Object]

Rocker switch information.

Members:

name: string
switch name

id: int
switch ID

ports: int
number of front-panel ports

Since: 2.4

query-rocker [Command]

Return rocker switch information.

Arguments:

name: string
Not documented

Returns: Rocker information

Since: 2.4

Example:

```
-> { "execute": "query-rocker", "arguments": { "name": "sw1" } }
<- { "return": {"name": "sw1", "ports": 2, "id": 1327446905938}}
```

RockerPortDuplex [Enum]

An enumeration of port duplex states.

Values:

half half duplex

full full duplex

Since: 2.4

RockerPortAutoneg [Enum]

An enumeration of port autoneg states.

Values:

off autoneg is off

on autoneg is on

Since: 2.4

RockerPort [Object]

Rocker switch port information.

Members:

name: string
port name

enabled: boolean
port is enabled for I/O

link-up: boolean
physical link is UP on port

speed: int
port link speed in Mbps

duplex: RockerPortDuplex
port link duplex

autoneg: RockerPortAutoneg
port link autoneg

Since: 2.4

query-rocker-ports [Command]

Return rocker switch port information.

Arguments:

name: string
Not documented

Returns: a list of RockerPort information

Since: 2.4

Example:

```
-> { "execute": "query-rocker-ports", "arguments": { "name": "sw1" } }
<- { "return": [ {"duplex": "full", "enabled": true, "name": "sw1.1",
                  "autoneg": "off", "link-up": true, "speed": 10000},
                {"duplex": "full", "enabled": true, "name": "sw1.2",
                  "autoneg": "off", "link-up": true, "speed": 10000}
      ] }
```

RockerOfDpaFlowKey [Object]

Rocker switch OF-DPA flow key

Members:

priority: int
key priority, 0 being lowest priority

tbl-id: int
flow table ID

in-pport: int (optional)
physical input port

tunnel-id: int (optional)
tunnel ID

vlan-id: int (optional)
VLAN ID

eth-type: `int` (optional)
Ethernet header type

eth-src: `string` (optional)
Ethernet header source MAC address

eth-dst: `string` (optional)
Ethernet header destination MAC address

ip-proto: `int` (optional)
IP Header protocol field

ip-tos: `int` (optional)
IP header TOS field

ip-dst: `string` (optional)
IP header destination address

Note: optional members may or may not appear in the flow key depending if they're relevant to the flow key.

Since: 2.4

RockerOfDpaFlowMask [Object]

Rocker switch OF-DPA flow mask

Members:

in-pport: `int` (optional)
physical input port

tunnel-id: `int` (optional)
tunnel ID

vlan-id: `int` (optional)
VLAN ID

eth-src: `string` (optional)
Ethernet header source MAC address

eth-dst: `string` (optional)
Ethernet header destination MAC address

ip-proto: `int` (optional)
IP Header protocol field

ip-tos: `int` (optional)
IP header TOS field

Note: optional members may or may not appear in the flow mask depending if they're relevant to the flow mask.

Since: 2.4

RockerOfDpaFlowAction [Object]

Rocker switch OF-DPA flow action

Members:

goto-tbl: `int` (optional)
next table ID

group-id: int (optional)
 group ID
tunnel-lport: int (optional)
 tunnel logical port ID
vlan-id: int (optional)
 VLAN ID
new-vlan-id: int (optional)
 new VLAN ID
out-pport: int (optional)
 physical output port

Note: optional members may or may not appear in the flow action depending if they're relevant to the flow action.

Since: 2.4

RockerOfDpaFlow [Object]

Rocker switch OF-DPA flow

Members:

cookie: int
 flow unique cookie ID
hits: int count of matches (hits) on flow
key: RockerOfDpaFlowKey
 flow key
mask: RockerOfDpaFlowMask
 flow mask
action: RockerOfDpaFlowAction
 flow action

Since: 2.4

query-rocker-of-dpa-flows [Command]

Return rocker OF-DPA flow information.

Arguments:

name: string
 switch name
tbl-id: int (optional)
 flow table ID. If tbl-id is not specified, returns flow information for all tables.

Returns: rocker OF-DPA flow information

Since: 2.4

Example:

```
-> { "execute": "query-rocker-of-dpa-flows",
```



```

    "arguments": { "name": "sw1" } }
  <- { "return": [ {"key": {"in-pport": 0, "priority": 1, "tbl-id": 0},
                  "hits": 138,
                  "cookie": 0,
                  "action": {"goto-tbl": 10},
                  "mask": {"in-pport": 4294901760}
                },
        {...more...},
  ]}

```

RockerOfDpaGroup

[Object]

Rocker switch OF-DPA group

Members:

```

id: int    group unique ID
type: int  group type
vlan-id: int (optional)
           VLAN ID
pport: int (optional)
        physical port number
index: int (optional)
        group index, unique with group type
out-pport: int (optional)
           output physical port number
group-id: int (optional)
           next group ID
set-vlan-id: int (optional)
            VLAN ID to set
pop-vlan: int (optional)
          pop VLAN headr from packet
group-ids: array of int (optional)
           list of next group IDs
set-eth-src: string (optional)
            set source MAC address in Ethernet header
set-eth-dst: string (optional)
            set destination MAC address in Ethernet header
ttl-check: int (optional)
           perform TTL check

```

Note: optional members may or may not appear in the group depending if they're relevant to the group type.

Since: 2.4

`query-rocker-of-dpa-groups` [Command]

Return rocker OF-DPA group information.

Arguments:

`name: string`

switch name

`type: int (optional)`

group type. If type is not specified, returns group information for all group types.

Returns: rocker OF-DPA group information

Since: 2.4

Example:

```
-> { "execute": "query-rocker-of-dpa-groups",
      "arguments": { "name": "sw1" } }
<- { "return": [ {"type": 0, "out-pport": 2,
                  "pport": 2, "vlan-id": 3841,
                  "pop-vlan": 1, "id": 251723778},
                 {"type": 0, "out-pport": 0,
                  "pport": 0, "vlan-id": 3841,
                  "pop-vlan": 1, "id": 251723776},
                 {"type": 0, "out-pport": 1,
                  "pport": 1, "vlan-id": 3840,
                  "pop-vlan": 1, "id": 251658241},
                 {"type": 0, "out-pport": 0,
                  "pport": 0, "vlan-id": 3840,
                  "pop-vlan": 1, "id": 251658240}
      ] }
```

1.14 TPM (trusted platform module) devices

`TpmModel` [Enum]

An enumeration of TPM models

Values:

`tpm-tis` TPM TIS model

`tpm-crb` TPM CRB model (since 2.12)

Since: 1.5

`query-tpm-models` [Command]

Return a list of supported TPM models

Returns: a list of `TpmModel`

Since: 1.5

Example:

```
-> { "execute": "query-tpm-models" }
<- { "return": [ "tpm-tis", "tpm-crb" ] }
```

- TpmType** [Enum]
 An enumeration of TPM types
Values:
 passthrough TPM passthrough type
 emulator Software Emulator TPM type Since: 2.11
Since: 1.5
- query-tpm-types** [Command]
 Return a list of supported TPM types
Returns: a list of TpmType
Since: 1.5
Example:
 -> { "execute": "query-tpm-types" }
 <- { "return": ["passthrough", "emulator"] }
- TPMPassthroughOptions** [Object]
 Information about the TPM passthrough type
Members:
 path: string (optional)
 string describing the path used for accessing the TPM device
 cancel-path: string (optional)
 string showing the TPM's sysfs cancel file for cancellation of TPM commands while they are executing
Since: 1.5
- TPMEmulatorOptions** [Object]
 Information about the TPM emulator type
Members:
 chardev: string
 Name of a unix socket chardev
Since: 2.11
- TpmTypeOptions** [Object]
 A union referencing different TPM backend types' configuration options
Members:
 type 'passthrough' The configuration options for the TPM passthrough type
 'emulator' The configuration options for TPM emulator backend type
 data: TPMPassthroughOptions when type is "passthrough"
 data: TPMEmulatorOptions when type is "emulator"
Since: 1.5

TPMInfo [Object]

Information about the TPM

Members:

id: string
The Id of the TPM

model: TpmModel
The TPM frontend model

options: TpmTypeOptions
The TPM (backend) type configuration options

Since: 1.5

query-tpm [Command]

Return information about the TPM device

Returns: TPMInfo on success

Since: 1.5

Example:

```
-> { "execute": "query-tpm" }
<- { "return":
  [
    { "model": "tpm-tis",
      "options":
        { "type": "passthrough",
          "data":
            { "cancel-path": "/sys/class/misc/tpm0/device/cancel",
              "path": "/dev/tpm0"
            }
        }
    },
    "id": "tpm0"
  ]
}
```

1.15 Remote desktop

set_password [Command]

Sets the password of a remote display session.

Arguments:

protocol: string
‘vnc’ to modify the VNC server password ‘spice’ to modify the Spice server password

password: string
the new password

connected: `string` (optional)
 how to handle existing clients when changing the password. If nothing is specified, defaults to ‘keep’ ‘fail’ to fail the command if clients are connected ‘disconnect’ to disconnect existing clients ‘keep’ to maintain existing clients

Returns: Nothing on success If Spice is not enabled, DeviceNotFound

Since: 0.14.0

Example:

```
-> { "execute": "set_password", "arguments": { "protocol": "vnc",
                                             "password": "secret" } }
<- { "return": {} }
```

expire_password [Command]

Expire the password of a remote display server.

Arguments:

protocol: `string`
 the name of the remote display protocol ‘vnc’ or ‘spice’

time: `string`
 when to expire the password. ‘now’ to expire the password immediately ‘never’ to cancel password expiration ‘+INT’ where INT is the number of seconds from now (integer) ‘INT’ where INT is the absolute time in seconds

Returns: Nothing on success If `protocol` is ‘spice’ and Spice is not active, DeviceNotFound

Since: 0.14.0

Notes: Time is relative to the server and currently there is no way to coordinate server time with client time. It is not recommended to use the absolute time version of the `time` parameter unless you’re sure you are on the same machine as the QEMU instance.

Example:

```
-> { "execute": "expire_password", "arguments": { "protocol": "vnc",
                                             "time": "+60" } }
<- { "return": {} }
```

screendump [Command]

Write a PPM of the VGA screen to a file.

Arguments:

filename: `string`
 the path of a new PPM file to store the image

device: `string` (optional)
 ID of the display device that should be dumped. If this parameter is missing, the primary display will be used. (Since 2.12)

head: int (optional)
 head to use in case the device supports multiple heads. If this parameter is missing, head #0 will be used. Also note that the head can only be specified in conjunction with the device ID. (Since 2.12)

Returns: Nothing on success

Since: 0.14.0

Example:

```
-> { "execute": "screendump",
      "arguments": { "filename": "/tmp/image" } }
<- { "return": {} }
```

1.15.1 Spice

SpiceBasicInfo [Object]

The basic information for SPICE network connection

Members:

host: string
 IP address

port: string
 port number

family: NetworkAddressFamily
 address family

Since: 2.1

If: defined(CONFIG_SPICE)

SpiceServerInfo [Object]

Information about a SPICE server

Members:

auth: string (optional)
 authentication method

The members of **SpiceBasicInfo**

Since: 2.1

If: defined(CONFIG_SPICE)

SpiceChannel [Object]

Information about a SPICE client channel.

Members:

connection-id: int
 SPICE connection id number. All channels with the same id belong to the same SPICE session.

channel-type: int
 SPICE channel type number. "1" is the main control channel, filter for this one if you want to track spice sessions only

channel-id: int
 SPICE channel ID number. Usually "0", might be different when multiple channels of the same type exist, such as multiple display channels in a multihead setup

tls: boolean
 true if the channel is encrypted, false otherwise.

The members of `SpiceBasicInfo`

Since: 0.14.0

If: `defined(CONFIG_SPICE)`

`SpiceQueryMouseMode` [Enum]

An enumeration of Spice mouse states.

Values:

client Mouse cursor position is determined by the client.

server Mouse cursor position is determined by the server.

unknown No information is available about mouse mode used by the spice server.

Note: `spice/enums.h` has a `SpiceMouseMode` already, hence the name.

Since: 1.1

If: `defined(CONFIG_SPICE)`

`SpiceInfo` [Object]

Information about the SPICE session.

Members:

enabled: boolean
 true if the SPICE server is enabled, false otherwise

migrated: boolean
 true if the last guest migration completed and spice migration had completed as well. false otherwise. (since 1.4)

host: string (optional)
 The hostname the SPICE server is bound to. This depends on the name resolution on the host and may be an IP address.

port: int (optional)
 The SPICE server's port number.

compiled-version: string (optional)
 SPICE server version.

tls-port: int (optional)
 The SPICE server's TLS port number.

auth: string (optional)
 the current authentication type used by the server 'none' if no authentication is being used 'spice' uses SASL or direct TLS authentication, depending on command line options

mouse-mode: SpiceQueryMouseMode

The mode in which the mouse cursor is displayed currently. Can be determined by the client or the server, or unknown if spice server doesn't provide this information. (since: 1.1)

channels: array of SpiceChannel (optional)

a list of SpiceChannel for each active spice channel

Since: 0.14.0

If: defined(CONFIG_SPICE)

query-spice

[Command]

Returns information about the current SPICE server

Returns: SpiceInfo

Since: 0.14.0

Example:

```
-> { "execute": "query-spice" }
<- { "return": {
    "enabled": true,
    "auth": "spice",
    "port": 5920,
    "tls-port": 5921,
    "host": "0.0.0.0",
    "channels": [
        {
            "port": "54924",
            "family": "ipv4",
            "channel-type": 1,
            "connection-id": 1804289383,
            "host": "127.0.0.1",
            "channel-id": 0,
            "tls": true
        },
        {
            "port": "36710",
            "family": "ipv4",
            "channel-type": 4,
            "connection-id": 1804289383,
            "host": "127.0.0.1",
            "channel-id": 0,
            "tls": false
        },
        [ ... more channels follow ... ]
    ]
  }
}
```

If: defined(CONFIG_SPICE)

SPICE_CONNECTED [Event]

Emitted when a SPICE client establishes a connection

Arguments:

server: SpiceBasicInfo
server information

client: SpiceBasicInfo
client information

Since: 0.14.0

Example:

```
<- { "timestamp": {"seconds": 1290688046, "microseconds": 388707},
      "event": "SPICE_CONNECTED",
      "data": {
        "server": { "port": "5920", "family": "ipv4", "host": "127.0.0.1"},
        "client": {"port": "52873", "family": "ipv4", "host": "127.0.0.1"}
      }
}
```

If: defined(CONFIG_SPICE)

SPICE_INITIALIZED [Event]

Emitted after initial handshake and authentication takes place (if any) and the SPICE channel is up and running

Arguments:

server: SpiceServerInfo
server information

client: SpiceChannel
client information

Since: 0.14.0

Example:

```
<- { "timestamp": {"seconds": 1290688046, "microseconds": 417172},
      "event": "SPICE_INITIALIZED",
      "data": {"server": {"auth": "spice", "port": "5921",
                          "family": "ipv4", "host": "127.0.0.1"},
               "client": {"port": "49004", "family": "ipv4", "channel-type": 3,
                           "connection-id": 1804289383, "host": "127.0.0.1",
                           "channel-id": 0, "tls": true}
            }
}
```

If: defined(CONFIG_SPICE)

SPICE_DISCONNECTED [Event]

Emitted when the SPICE connection is closed

Arguments:

server: SpiceBasicInfo
server information

`client: SpiceBasicInfo`
client information

Since: 0.14.0

Example:

```
<- { "timestamp": {"seconds": 1290688046, "microseconds": 388707},
      "event": "SPICE_DISCONNECTED",
      "data": {
        "server": { "port": "5920", "family": "ipv4", "host": "127.0.0.1"},
        "client": {"port": "52873", "family": "ipv4", "host": "127.0.0.1"}
      }
}
```

If: defined(CONFIG_SPICE)

`SPICE_MIGRATE_COMPLETED` [Event]

Emitted when SPICE migration has completed

Since: 1.3

Example:

```
<- { "timestamp": {"seconds": 1290688046, "microseconds": 417172},
      "event": "SPICE_MIGRATE_COMPLETED" }
```

If: defined(CONFIG_SPICE)

1.15.2 VNC

`VncBasicInfo` [Object]

The basic information for vnc network connection

Members:

`host: string`
IP address

`service: string`
The service name of the vnc port. This may depend on the host system's service database so symbolic names should not be relied on.

`family: NetworkAddressFamily`
address family

`websocket: boolean`
true in case the socket is a websocket (since 2.3).

Since: 2.1

If: defined(CONFIG_VNC)

`VncServerInfo` [Object]

The network connection information for server

Members:

`auth: string (optional)`
authentication method used for the plain (non-websocket) VNC server

The members of `VncBasicInfo`

Since: 2.1

If: `defined(CONFIG_VNC)`

`VncClientInfo` [Object]

Information about a connected VNC client.

Members:

`x509_dname`: `string` (optional)

If x509 authentication is in use, the Distinguished Name of the client.

`sasl_username`: `string` (optional)

If SASL authentication is in use, the SASL username used for authentication.

The members of `VncBasicInfo`

Since: 0.14.0

If: `defined(CONFIG_VNC)`

`VncInfo` [Object]

Information about the VNC session.

Members:

`enabled`: `boolean`

true if the VNC server is enabled, false otherwise

`host`: `string` (optional)

The hostname the VNC server is bound to. This depends on the name resolution on the host and may be an IP address.

`family`: `NetworkAddressFamily` (optional)

'ipv6' if the host is listening for IPv6 connections 'ipv4' if the host is listening for IPv4 connections 'unix' if the host is listening on a unix domain socket 'unknown' otherwise

`service`: `string` (optional)

The service name of the server's port. This may depends on the host system's service database so symbolic names should not be relied on.

`auth`: `string` (optional)

the current authentication type used by the server 'none' if no authentication is being used 'vnc' if VNC authentication is being used 'vnc+encrypt+plain' if VEncrypt is used with plain text authentication 'vnc+encrypt+tls+none' if VEncrypt is used with TLS and no authentication 'vnc+encrypt+tls+vnc' if VEncrypt is used with TLS and VNC authentication 'vnc+encrypt+tls+plain' if VEncrypt is used with TLS and plain text auth 'vnc+encrypt+x509+none' if VEncrypt is used with x509 and no auth 'vnc+encrypt+x509+vnc' if VEncrypt is used with x509 and VNC auth 'vnc+encrypt+x509+plain' if VEncrypt is used with x509 and plain text auth 'vnc+encrypt+tls+sasl' if VEncrypt is used with TLS and SASL auth 'vnc+encrypt+x509+sasl' if VEncrypt is used with x509 and SASL auth

clients: array of `VncClientInfo` (optional)
 a list of `VncClientInfo` of all currently connected clients

Since: 0.14.0

If: `defined(CONFIG_VNC)`

VncPrimaryAuth [Enum]

vnc primary authentication method.

Values:

<code>none</code>	Not documented
<code>vnc</code>	Not documented
<code>ra2</code>	Not documented
<code>ra2ne</code>	Not documented
<code>tight</code>	Not documented
<code>ultra</code>	Not documented
<code>tls</code>	Not documented
<code>vencrypt</code>	Not documented
<code>sasl</code>	Not documented

Since: 2.3

If: `defined(CONFIG_VNC)`

VncVencryptSubAuth [Enum]

vnc sub authentication method with vencrypt.

Values:

<code>plain</code>	Not documented
<code>tls-none</code>	Not documented
<code>x509-none</code>	Not documented
<code>tls-vnc</code>	Not documented
<code>x509-vnc</code>	Not documented
<code>tls-plain</code>	Not documented
<code>x509-plain</code>	Not documented
<code>tls-sasl</code>	Not documented
<code>x509-sasl</code>	Not documented

Since: 2.3

If: `defined(CONFIG_VNC)`

VncServerInfo2 [Object]

The network connection information for server

Members:

auth: `VncPrimaryAuth`

The current authentication type used by the servers

vencrypt: `VncVencryptSubAuth` (optional)

The vencrypt sub authentication type used by the servers, only specified in case `auth == vencrypt`.

The members of `VncBasicInfo`

Since: 2.9

If: `defined(CONFIG_VNC)`

VncInfo2 [Object]

Information about a vnc server

Members:

id: `string`

vnc server name.

server: `array of VncServerInfo2`

A list of `VncBasincInfo` describing all listening sockets. The list can be empty (in case the vnc server is disabled). It also may have multiple entries: normal + websocket, possibly also ipv4 + ipv6 in the future.

clients: `array of VncClientInfo`

A list of `VncClientInfo` of all currently connected clients. The list can be empty, for obvious reasons.

auth: `VncPrimaryAuth`

The current authentication type used by the non-websockets servers

vencrypt: `VncVencryptSubAuth` (optional)

The vencrypt authentication type used by the servers, only specified in case `auth == vencrypt`.

display: `string` (optional)

The display device the vnc server is linked to.

Since: 2.3

If: `defined(CONFIG_VNC)`

query-vnc [Command]

Returns information about the current VNC server

Returns: `VncInfo`

Since: 0.14.0

Example:

```
-> { "execute": "query-vnc" }
<- { "return": {
```

```

    "enabled":true,
    "host":"0.0.0.0",
    "service":"50402",
    "auth":"vnc",
    "family":"ipv4",
    "clients":[
      {
        "host":"127.0.0.1",
        "service":"50401",
        "family":"ipv4"
      }
    ]
  }
}

```

If: defined(CONFIG_VNC)

`query-vnc-servers` [Command]

Returns a list of vnc servers. The list can be empty.

Returns: a list of VncInfo2

Since: 2.3

If: defined(CONFIG_VNC)

`change-vnc-password` [Command]

Change the VNC server password.

Arguments:

`password:` string
 the new password to use with VNC authentication

Since: 1.1

Notes: An empty password in this command will set the password to the empty string. Existing clients are unaffected by executing this command.

If: defined(CONFIG_VNC)

VNC_CONNECTED [Event]

Emitted when a VNC client establishes a connection

Arguments:

`server:` VncServerInfo
 server information

`client:` VncBasicInfo
 client information

Note: This event is emitted before any authentication takes place, thus the authentication ID is not provided

Since: 0.13.0

Example:

```
<- { "event": "VNC_CONNECTED",
```

```

    "data": {
      "server": { "auth": "sasl", "family": "ipv4",
                 "service": "5901", "host": "0.0.0.0" },
      "client": { "family": "ipv4", "service": "58425",
                  "host": "127.0.0.1" } },
    "timestamp": { "seconds": 1262976601, "microseconds": 975795 } }

```

If: defined(CONFIG_VNC)

VNC_INITIALIZED [Event]

Emitted after authentication takes place (if any) and the VNC session is made active

Arguments:

server: VncServerInfo
server information

client: VncClientInfo
client information

Since: 0.13.0

Example:

```

<- { "event": "VNC_INITIALIZED",
      "data": {
        "server": { "auth": "sasl", "family": "ipv4",
                   "service": "5901", "host": "0.0.0.0"},
        "client": { "family": "ipv4", "service": "46089",
                   "host": "127.0.0.1", "sasl_username": "luiz" } },
      "timestamp": { "seconds": 1263475302, "microseconds": 150772 } }

```

If: defined(CONFIG_VNC)

VNC_DISCONNECTED [Event]

Emitted when the connection is closed

Arguments:

server: VncServerInfo
server information

client: VncClientInfo
client information

Since: 0.13.0

Example:

```

<- { "event": "VNC_DISCONNECTED",
      "data": {
        "server": { "auth": "sasl", "family": "ipv4",
                   "service": "5901", "host": "0.0.0.0" },
        "client": { "family": "ipv4", "service": "58425",
                   "host": "127.0.0.1", "sasl_username": "luiz" } },
      "timestamp": { "seconds": 1262976601, "microseconds": 975795 } }

```

If: defined(CONFIG_VNC)

1.16 Input

MouseInfo

[Object]

Information about a mouse device.

Members:

`name: string`

the name of the mouse device

`index: int`

the index of the mouse device

`current: boolean`

true if this device is currently receiving mouse events

`absolute: boolean`

true if this device supports absolute coordinates as input

Since: 0.14.0

query-mice

[Command]

Returns information about each active mouse device

Returns: a list of MouseInfo for each device

Since: 0.14.0

Example:

```
-> { "execute": "query-mice" }
<- { "return": [
  {
    "name":"QEMU Microsoft Mouse",
    "index":0,
    "current":false,
    "absolute":false
  },
  {
    "name":"QEMU PS/2 Mouse",
    "index":1,
    "current":true,
    "absolute":true
  }
]
```

QKeyCode

[Enum]

An enumeration of key name.

This is used by the `send-key` command.

Values:

`unmapped` since 2.0

`pause` since 2.0

<code>ro</code>	since 2.4
<code>kp_comma</code>	since 2.4
<code>kp_equals</code>	since 2.6
<code>power</code>	since 2.6
<code>hiragana</code>	since 2.9
<code>henkan</code>	since 2.9
<code>yen</code>	since 2.9
<code>sleep</code>	since 2.10
<code>wake</code>	since 2.10
<code>audionext</code>	since 2.10
<code>audioprev</code>	since 2.10
<code>audiostop</code>	since 2.10
<code>audioplay</code>	since 2.10
<code>audiomute</code>	since 2.10
<code>volumeup</code>	since 2.10
<code>volumedown</code>	since 2.10
<code>mediaselect</code>	since 2.10
<code>mail</code>	since 2.10
<code>calculator</code>	since 2.10
<code>computer</code>	since 2.10
<code>ac_home</code>	since 2.10
<code>ac_back</code>	since 2.10
<code>ac_forward</code>	since 2.10
<code>ac_refresh</code>	since 2.10
<code>ac_bookmarks</code>	since 2.10 altgr, altgr_r: dropped in 2.10

<code>muhenkan</code>	since 2.12
<code>katakanahiragana</code>	since 2.12
<code>shift</code>	Not documented
<code>shift_r</code>	Not documented
<code>alt</code>	Not documented
<code>alt_r</code>	Not documented
<code>ctrl</code>	Not documented
<code>ctrl_r</code>	Not documented
<code>menu</code>	Not documented
<code>esc</code>	Not documented
<code>1</code>	Not documented
<code>2</code>	Not documented
<code>3</code>	Not documented
<code>4</code>	Not documented
<code>5</code>	Not documented
<code>6</code>	Not documented
<code>7</code>	Not documented
<code>8</code>	Not documented
<code>9</code>	Not documented
<code>0</code>	Not documented
<code>minus</code>	Not documented
<code>equal</code>	Not documented
<code>backspace</code>	Not documented
<code>tab</code>	Not documented
<code>q</code>	Not documented
<code>w</code>	Not documented
<code>e</code>	Not documented
<code>r</code>	Not documented
<code>t</code>	Not documented
<code>y</code>	Not documented
<code>u</code>	Not documented

<code>i</code>	Not documented
<code>o</code>	Not documented
<code>p</code>	Not documented
<code>bracket_left</code>	Not documented
<code>bracket_right</code>	Not documented
<code>ret</code>	Not documented
<code>a</code>	Not documented
<code>s</code>	Not documented
<code>d</code>	Not documented
<code>f</code>	Not documented
<code>g</code>	Not documented
<code>h</code>	Not documented
<code>j</code>	Not documented
<code>k</code>	Not documented
<code>l</code>	Not documented
<code>semicolon</code>	Not documented
<code>apostrophe</code>	Not documented
<code>grave_accent</code>	Not documented
<code>backslash</code>	Not documented
<code>z</code>	Not documented
<code>x</code>	Not documented
<code>c</code>	Not documented
<code>v</code>	Not documented
<code>b</code>	Not documented
<code>n</code>	Not documented
<code>m</code>	Not documented
<code>comma</code>	Not documented
<code>dot</code>	Not documented
<code>slash</code>	Not documented

<code>asterisk</code>	Not documented
<code>spc</code>	Not documented
<code>caps_lock</code>	
	Not documented
<code>f1</code>	Not documented
<code>f2</code>	Not documented
<code>f3</code>	Not documented
<code>f4</code>	Not documented
<code>f5</code>	Not documented
<code>f6</code>	Not documented
<code>f7</code>	Not documented
<code>f8</code>	Not documented
<code>f9</code>	Not documented
<code>f10</code>	Not documented
<code>num_lock</code>	Not documented
<code>scroll_lock</code>	
	Not documented
<code>kp_divide</code>	
	Not documented
<code>kp_multiply</code>	
	Not documented
<code>kp_subtract</code>	
	Not documented
<code>kp_add</code>	Not documented
<code>kp_enter</code>	Not documented
<code>kp_decimal</code>	
	Not documented
<code>sysrq</code>	Not documented
<code>kp_0</code>	Not documented
<code>kp_1</code>	Not documented
<code>kp_2</code>	Not documented
<code>kp_3</code>	Not documented
<code>kp_4</code>	Not documented
<code>kp_5</code>	Not documented
<code>kp_6</code>	Not documented

<code>kp_7</code>	Not documented
<code>kp_8</code>	Not documented
<code>kp_9</code>	Not documented
<code>less</code>	Not documented
<code>f11</code>	Not documented
<code>f12</code>	Not documented
<code>print</code>	Not documented
<code>home</code>	Not documented
<code>pgup</code>	Not documented
<code>pgdn</code>	Not documented
<code>end</code>	Not documented
<code>left</code>	Not documented
<code>up</code>	Not documented
<code>down</code>	Not documented
<code>right</code>	Not documented
<code>insert</code>	Not documented
<code>delete</code>	Not documented
<code>stop</code>	Not documented
<code>again</code>	Not documented
<code>props</code>	Not documented
<code>undo</code>	Not documented
<code>front</code>	Not documented
<code>copy</code>	Not documented
<code>open</code>	Not documented
<code>paste</code>	Not documented
<code>find</code>	Not documented
<code>cut</code>	Not documented
<code>lf</code>	Not documented
<code>help</code>	Not documented
<code>meta_l</code>	Not documented
<code>meta_r</code>	Not documented
<code>compose</code>	Not documented

'sysrq' was mistakenly added to hack around the fact that the ps2 driver was not generating correct scancodes sequences when 'alt+print' was pressed. This flaw is now fixed and the 'sysrq' key serves no further purpose. Any further use of 'sysrq' will be transparently changed to 'print', so they are effectively synonyms.

Since: 1.3.0

KeyValue [Object]

Represents a keyboard key.

Members:

type One of "number", "qcode"

data: int when type is "number"

data: QKeyCode when type is "qcode"

Since: 1.3.0

send-key [Command]

Send keys to guest.

Arguments:

keys: array of KeyValue

An array of KeyValue elements. All KeyValues in this array are simultaneously sent to the guest. A KeyValue.number value is sent directly to the guest, while KeyValue.qcode must be a valid QKeyCode value

hold-time: int (optional)

time to delay key up events, milliseconds. Defaults to 100

Returns: Nothing on success If key is unknown or redundant, InvalidParameter

Since: 1.3.0

Example:

```
-> { "execute": "send-key",
      "arguments": { "keys": [ { "type": "qcode", "data": "ctrl" },
                              { "type": "qcode", "data": "alt" },
                              { "type": "qcode", "data": "delete" } ] } } }
<- { "return": {} }
```

InputButton [Enum]

Button of a pointer input device (mouse, tablet).

Values:

side front side button of a 5-button mouse (since 2.9)

extra rear side button of a 5-button mouse (since 2.9)

left Not documented

middle Not documented

right Not documented

wheel-up Not documented

`wheel-down`
Not documented

Since: 2.0

`InputAxis` [Enum]

Position axis of a pointer input device (mouse, tablet).

Values:

`x` Not documented

`y` Not documented

Since: 2.0

`InputKeyEvent` [Object]

Keyboard input event.

Members:

`key: KeyValue`
Which key this event is for.

`down: boolean`
True for key-down and false for key-up events.

Since: 2.0

`InputBtnEvent` [Object]

Pointer button input event.

Members:

`button: InputButton`
Which button this event is for.

`down: boolean`
True for key-down and false for key-up events.

Since: 2.0

`InputMoveEvent` [Object]

Pointer motion input event.

Members:

`axis: InputAxis`
Which axis is referenced by `value`.

`value: int`
Pointer position. For absolute coordinates the valid range is 0 -> 0x7fff

Since: 2.0

`InputEvent` [Object]

Input event union.

Members:

`type` the input type, one of:
– `'key'`: Input event of Keyboard

- 'btn': Input event of pointer buttons
- 'rel': Input event of relative pointer motion
- 'abs': Input event of absolute pointer motion

data: InputKeyEvent when type is "key"

data: InputBtnEvent when type is "btn"

data: InputMoveEvent when type is "rel"

data: InputMoveEvent when type is "abs"

Since: 2.0

input-send-event

[Command]

Send input event(s) to guest.

Arguments:

device: string (optional)
display device to send event(s) to.

head: int (optional)
head to send event(s) to, in case the display device supports multiple scanouts.

events: array of InputEvent
List of InputEvent union.

Returns: Nothing on success.

The **device** and **head** parameters can be used to send the input event to specific input devices in case (a) multiple input devices of the same kind are added to the virtual machine and (b) you have configured input routing (see docs/multiseat.txt) for those input devices. The parameters work exactly like the device and head properties of input devices. If **device** is missing, only devices that have no input routing config are admissible. If **device** is specified, both input devices with and without input routing config are admissible, but devices with input routing config take precedence.

Since: 2.6

Note: The consoles are visible in the qom tree, under /backend/console[\$index]. They have a device link and head property, so it is possible to map which console belongs to which device and display.

Example:

1. Press left mouse button.

```
-> { "execute": "input-send-event",
      "arguments": { "device": "video0",
                    "events": [ { "type": "btn",
                                  "data" : { "down": true, "button": "left" } } ] } }
<- { "return": {} }
```

```
-> { "execute": "input-send-event",
      "arguments": { "device": "video0",
                    "events": [ { "type": "btn",
```



```

        "data" : { "down": false, "button": "left" } } ] } }
<- { "return": {} }

```

2. Press ctrl-alt-del.

```

-> { "execute": "input-send-event",
    "arguments": { "events": [
      { "type": "key", "data" : { "down": true,
        "key": { "type": "qcode", "data": "ctrl" } } },
      { "type": "key", "data" : { "down": true,
        "key": { "type": "qcode", "data": "alt" } } },
      { "type": "key", "data" : { "down": true,
        "key": { "type": "qcode", "data": "delete" } } } ] } } }
<- { "return": {} }

```

3. Move mouse pointer to absolute coordinates (20000, 400).

```

-> { "execute": "input-send-event" ,
    "arguments": { "events": [
      { "type": "abs", "data" : { "axis": "x", "value" : 20000 } },
      { "type": "abs", "data" : { "axis": "y", "value" : 400 } } ] } } }
<- { "return": {} }

```

GrabToggleKeys

[Enum]

Keys to toggle input-linux between host and guest.

Values:

```

ctrl-ctrl      Not documented
alt-alt       Not documented
shift-shift   Not documented
meta-meta     Not documented
scrolllock    Not documented
ctrl-scrolllock Not documented

```

Since: 4.0

DisplayGTK

[Object]

GTK display options.

Members:

```

grab-on-hover: boolean (optional)
    Grab keyboard input on mouse hover.

```

zoom-to-fit: `boolean` (optional)

Zoom guest display to fit into the host window. When turned off the host window will be resized instead. In case the display device can notify the guest on window resizes (virtio-gpu) this will default to "on", assuming the guest will resize the display to match the window size then. Otherwise it defaults to "off". Since 3.1

Since: 2.12

DisplayEGLHeadless [Object]

EGL headless display options.

Members:

rendernode: `string` (optional)

Which DRM render node should be used. Default is the first available node on the host.

Since: 3.1

DisplayGLMode [Enum]

Display OpenGL mode.

Values:

`off` Disable OpenGL (default).

`on` Use OpenGL, pick context type automatically. Would better be named 'auto' but is called 'on' for backward compatibility with bool type.

`core` Use OpenGL with Core (desktop) Context.

`es` Use OpenGL with ES (embedded systems) Context.

Since: 3.0

DisplayCurses [Object]

Curses display options.

Members:

charset: `string` (optional)

Font charset used by guest (default: CP437).

Since: 4.0

DisplayType [Enum]

Display (user interface) type.

Values:

`default` The default user interface, selecting from the first available of gtk, sdl, cocoa, and vnc.

`none` No user interface or video output display. The guest will still see an emulated graphics card, but its output will not be displayed to the QEMU user.

`gtk` The GTK user interface.

- sdl** The SDL user interface.
- egl-headless**
No user interface, offload GL operations to a local DRI device. Graphical display need to be paired with VNC or Spice. (Since 3.1)
- curses** Display video output via curses. For graphics device models which support a text mode, QEMU can display this output using a curses/ncurses interface. Nothing is displayed when the graphics device is in graphical mode or if the graphics device does not support a text mode. Generally only the VGA device models support text mode.
- cocoa** The Cocoa user interface.
- spice-app**
Set up a Spice server and run the default associated application to connect to it. The server will redirect the serial console and QEMU monitors. (Since 4.0)

Since: 2.12

DisplayOptions [Object]

Display (user interface) options.

Members:

type: DisplayType

Which DisplayType qemu should use.

full-screen: boolean (optional)

Start user interface in fullscreen mode (default: off).

window-close: boolean (optional)

Allow to quit qemu with window close button (default: on).

gl: DisplayGLMode (optional)

Enable OpenGL support (default: off).

The members of DisplayGTK when type is "gtk"

The members of DisplayCurses when type is "curses"

The members of DisplayEGLHeadless when type is "egl-headless"

Since: 2.12

query-display-options [Command]

Returns information about display configuration

Returns: DisplayOptions

Since: 3.1

QAuthZListPolicy [Enum]

The authorization policy result

Values:

deny deny access

allow allow access

Since: 4.0

QAuthZListFormat [Enum]

The authorization policy match format

Values:

exact an exact string match
glob string with ? and * shell wildcard support

Since: 4.0

QAuthZListRule [Object]

A single authorization rule.

Members:

match: **string**
 a string or glob to match against a user identity
policy: **QAuthZListPolicy**
 the result to return if **match** evaluates to true
format: **QAuthZListFormat** (optional)
 the format of the **match** rule (default 'exact')

Since: 4.0

QAuthZListRuleListHack [Object]

Not exposed via QMP; hack to generate **QAuthZListRuleList** for use internally by the code.

Members:

unused: array of **QAuthZListRule**
 Not documented

Since: 4.0

1.17 Migration

MigrationStats [Object]

Detailed migration status.

Members:

transferred: **int**
 amount of bytes already transferred to the target VM
remaining: **int**
 amount of bytes remaining to be transferred to the target VM
total: **int**
 total amount of bytes involved in the migration process
duplicate: **int**
 number of duplicate (zero) pages (since 1.2)
skipped: **int**
 number of skipped zero pages (since 1.5)

normal: int
 number of normal pages (since 1.2)

normal-bytes: int
 number of normal bytes sent (since 1.2)

dirty-pages-rate: int
 number of pages dirtied by second by the guest (since 1.3)

mbps: number
 throughput in megabits/sec. (since 1.6)

dirty-sync-count: int
 number of times that dirty ram was synchronized (since 2.1)

postcopy-requests: int
 The number of page requests received from the destination (since 2.7)

page-size: int
 The number of bytes per page for the various page-based statistics (since 2.10)

multifd-bytes: int
 The number of bytes sent through multifd (since 3.0)

pages-per-second: int
 the number of memory pages transferred per second (Since 4.0)

Since: 0.14.0

XBZRLECacheStats [Object]

Detailed XBZRLE migration cache statistics

Members:

cache-size: int
 XBZRLE cache size

bytes: int
 amount of bytes already transferred to the target VM

pages: int
 amount of pages transferred to the target VM

cache-miss: int
 number of cache miss

cache-miss-rate: number
 rate of cache miss (since 2.1)

overflow: int
 number of overflows

Since: 1.2

CompressionStats [Object]

Detailed migration compression statistics

Members:

pages: int

amount of pages compressed and transferred to the target VM

busy: int count of times that no free thread was available to compress data

busy-rate: number

rate of thread busy

compressed-size: int

amount of bytes after compression

compression-rate: number

rate of compressed size

Since: 3.1

MigrationStatus [Enum]

An enumeration of migration status.

Values:

none no migration has ever happened.

setup migration process has been initiated.

cancelling

in the process of cancelling migration.

cancelled

cancelling migration is finished.

active in the process of doing migration.

postcopy-active

like active, but now in postcopy mode. (since 2.5)

postcopy-paused

during postcopy but paused. (since 3.0)

postcopy-recover

trying to recover from a paused postcopy. (since 3.0)

completed

migration is finished.

failed

some error occurred during migration process.

colo

VM is in the process of fault tolerance, VM can not get into this state unless colo capability is enabled for migration. (since 2.8)

pre-switchover

Paused before device serialisation. (since 2.11)

device

During device serialisation when pause-before-switchover is enabled (since 2.11)

`wait-unplug`

wait for device unplug request by guest OS to be completed. (since 4.2)

Since: 2.3

MigrationInfo

[Object]

Information about current migration process.

Members:

`status`: `MigrationStatus` (optional)

`MigrationStatus` describing the current migration status. If this field is not returned, no migration process has been initiated

`ram`: `MigrationStats` (optional)

`MigrationStats` containing detailed migration status, only returned if status is 'active' or 'completed'(since 1.2)

`disk`: `MigrationStats` (optional)

`MigrationStats` containing detailed disk migration status, only returned if status is 'active' and it is a block migration

`xbzrle-cache`: `XBZRLECacheStats` (optional)

`XBZRLECacheStats` containing detailed XBZRLE migration statistics, only returned if XBZRLE feature is on and status is 'active' or 'completed' (since 1.2)

`total-time`: `int` (optional)

total amount of milliseconds since migration started. If migration has ended, it returns the total migration time. (since 1.2)

`downtime`: `int` (optional)

only present when migration finishes correctly total downtime in milliseconds for the guest. (since 1.3)

`expected-downtime`: `int` (optional)

only present while migration is active expected downtime in milliseconds for the guest in last walk of the dirty bitmap. (since 1.3)

`setup-time`: `int` (optional)

amount of setup time in milliseconds *before* the iterations begin but *after* the QMP command is issued. This is designed to provide an accounting of any activities (such as RDMA pinning) which may be expensive, but do not actually occur during the iterative migration rounds themselves. (since 1.6)

`cpu-throttle-percentage`: `int` (optional)

percentage of time guest cpus are being throttled during auto-converge. This is only present when auto-converge has started throttling guest cpus. (Since 2.7)

`error-desc`: `string` (optional)

the human readable error description string, when `status` is 'failed'. Clients should not attempt to parse the error strings. (Since 2.7)

postcopy-blocktime: int (optional)
total time when all vCPU were blocked during postcopy live migration. This is only present when the postcopy-blocktime migration capability is enabled. (Since 3.0)

postcopy-vcpu-blocktime: array of int (optional)
list of the postcopy blocktime per vCPU. This is only present when the postcopy-blocktime migration capability is enabled. (Since 3.0)

compression: CompressionStats (optional)
migration compression statistics, only returned if compression feature is on and status is 'active' or 'completed' (Since 3.1)

socket-address: array of SocketAddress (optional)
Only used for tcp, to know what the real port is (Since 4.0)

Since: 0.14.0

query-migrate [Command]

Returns information about current migration process. If migration is active there will be another json-object with RAM migration status and if block migration is active another one with block migration status.

Returns: MigrationInfo

Since: 0.14.0

Example:

1. Before the first migration

```
-> { "execute": "query-migrate" }
<- { "return": {} }
```

2. Migration is done and has succeeded

```
-> { "execute": "query-migrate" }
<- { "return": {
    "status": "completed",
    "total-time":12345,
    "setup-time":12345,
    "downtime":12345,
    "ram":{
        "transferred":123,
        "remaining":123,
        "total":246,
        "duplicate":123,
        "normal":123,
        "normal-bytes":123456,
        "dirty-sync-count":15
    }
  }
}
```


3. Migration is done and has failed

```
-> { "execute": "query-migrate" }
<- { "return": { "status": "failed" } }
```

4. Migration is being performed and is not a block migration:

```
-> { "execute": "query-migrate" }
<- {
  "return":{
    "status":"active",
    "total-time":12345,
    "setup-time":12345,
    "expected-downtime":12345,
    "ram":{
      "transferred":123,
      "remaining":123,
      "total":246,
      "duplicate":123,
      "normal":123,
      "normal-bytes":123456,
      "dirty-sync-count":15
    }
  }
}
```

5. Migration is being performed and is a block migration:

```
-> { "execute": "query-migrate" }
<- {
  "return":{
    "status":"active",
    "total-time":12345,
    "setup-time":12345,
    "expected-downtime":12345,
    "ram":{
      "total":1057024,
      "remaining":1053304,
      "transferred":3720,
      "duplicate":123,
      "normal":123,
      "normal-bytes":123456,
      "dirty-sync-count":15
    },
    "disk":{
      "total":20971520,

```

```

        "remaining":20880384,
        "transferred":91136
    }
}
}

```

6. Migration is being performed and XBZRLE is active:

```

-> { "execute": "query-migrate" }
<- {
  "return":{
    "status":"active",
    "total-time":12345,
    "setup-time":12345,
    "expected-downtime":12345,
    "ram":{
      "total":1057024,
      "remaining":1053304,
      "transferred":3720,
      "duplicate":10,
      "normal":3333,
      "normal-bytes":3412992,
      "dirty-sync-count":15
    },
    "xbzrle-cache":{
      "cache-size":67108864,
      "bytes":20971520,
      "pages":2444343,
      "cache-miss":2244,
      "cache-miss-rate":0.123,
      "overflow":34434
    }
  }
}

```

MigrationCapability

[Enum]

Migration capabilities enumeration

Values:

xbzrle Migration supports xbzrle (Xor Based Zero Run Length Encoding). This feature allows us to minimize migration traffic for certain work loads, by sending compressed difference of the pages

rdma-pin-all

Controls whether or not the entire VM memory footprint is `mlock()`'d on demand or all at once. Refer to `docs/rdma.txt` for usage. Disabled by default. (since 2.0)

- zero-blocks** During storage migration encode blocks of zeroes efficiently. This essentially saves 1MB of zeroes per block on the wire. Enabling requires source and target VM to support this feature. To enable it is sufficient to enable the capability on the source VM. The feature is disabled by default. (since 1.6)
- compress** Use multiple compression threads to accelerate live migration. This feature can help to reduce the migration traffic, by sending compressed pages. Please note that if `compress` and `xbzrle` are both on, `compress` only takes effect in the ram bulk stage, after that, it will be disabled and only `xbzrle` takes effect, this can help to minimize migration traffic. The feature is disabled by default. (since 2.4)
- events** generate events for each migration state change (since 2.4)
- auto-converge** If enabled, QEMU will automatically throttle down the guest to speed up convergence of RAM migration. (since 1.6)
- postcopy-ram** Start executing on the migration target before all of RAM has been migrated, pulling the remaining pages along as needed. The capacity must have the same setting on both source and target or migration will not even start. NOTE: If the migration fails during postcopy the VM will fail. (since 2.6)
- x-colo** If enabled, migration will never end, and the state of the VM on the primary side will be migrated continuously to the VM on secondary side, this process is called COarse-Grain LOCK Stepping (COLO) for Non-stop Service. (since 2.8)
- release-ram** if enabled, qemu will free the migrated ram pages on the source during postcopy-ram migration. (since 2.9)
- block** If enabled, QEMU will also migrate the contents of all block devices. Default is disabled. A possible alternative uses mirror jobs to a builtin NBD server on the destination, which offers more flexibility. (Since 2.10)
- return-path** If enabled, migration will use the return path even for precopy. (since 2.10)
- pause-before-switchover** Pause outgoing migration before serialising device state and before disabling block IO (since 2.11)
- multifd** Use more than one fd for migration (since 4.0)
- dirty-bitmaps** If enabled, QEMU will migrate named dirty bitmaps. (since 2.12)

postcopy-blocktime

Calculate downtime for postcopy live migration (since 3.0)

late-block-activate

If enabled, the destination will not activate block devices (and thus take locks) immediately at the end of migration. (since 3.0)

x-ignore-shared

If enabled, QEMU will not migrate shared memory (since 4.0)

validate-uuid

Send the UUID of the source to allow the destination to ensure it is the same. (since 4.2)

Since: 1.2

MigrationCapabilityStatus

[Object]

Migration capability information

Members:

capability: MigrationCapability
capability enum

state: boolean
capability state bool

Since: 1.2

migrate-set-capabilities

[Command]

Enable/Disable the following migration capabilities (like xbzrle)

Arguments:

capabilities: array of MigrationCapabilityStatus
json array of capability modifications to make

Since: 1.2

Example:

```
-> { "execute": "migrate-set-capabilities" , "arguments":
      { "capabilities": [ { "capability": "xbzrle", "state": true } ] } }
```

query-migrate-capabilities

[Command]

Returns information about the current migration capabilities status

Returns: MigrationCapabilitiesStatus

Since: 1.2

Example:

```
-> { "execute": "query-migrate-capabilities" }
<- { "return": [
      {"state": false, "capability": "xbzrle"},
      {"state": false, "capability": "rdma-pin-all"},
      {"state": false, "capability": "auto-converge"},
      {"state": false, "capability": "zero-blocks"},
```

```

    {"state": false, "capability": "compress"},
    {"state": true, "capability": "events"},
    {"state": false, "capability": "postcopy-ram"},
    {"state": false, "capability": "x-colo"}
  ]}

```

MigrationParameter [Enum]

Migration parameters enumeration

Values:

announce-initial

Initial delay (in milliseconds) before sending the first announce (Since 4.0)

announce-max

Maximum delay (in milliseconds) between packets in the announcement (Since 4.0)

announce-rounds

Number of self-announce packets sent after migration (Since 4.0)

announce-step

Increase in delay (in milliseconds) between subsequent packets in the announcement (Since 4.0)

compress-level

Set the compression level to be used in live migration, the compression level is an integer between 0 and 9, where 0 means no compression, 1 means the best compression speed, and 9 means best compression ratio which will consume more CPU.

compress-threads

Set compression thread count to be used in live migration, the compression thread count is an integer between 1 and 255.

compress-wait-thread

Controls behavior when all compression threads are currently busy. If true (default), wait for a free compression thread to become available; otherwise, send the page uncompressed. (Since 3.1)

decompress-threads

Set decompression thread count to be used in live migration, the decompression thread count is an integer between 1 and 255. Usually, decompression is at least 4 times as fast as compression, so set the decompress-threads to the number about 1/4 of compress-threads is adequate.

cpu-throttle-initial

Initial percentage of time guest cpus are throttled when migration auto-converge is activated. The default value is 20. (Since 2.7)

cpu-throttle-increment

throttle percentage increase each time auto-converge detects that migration is not making progress. The default value is 10. (Since 2.7)

tls-creds

ID of the 'tls-creds' object that provides credentials for establishing a TLS connection over the migration data channel. On the outgoing side of the migration, the credentials must be for a 'client' endpoint, while for the incoming side the credentials must be for a 'server' endpoint. Setting this will enable TLS for all migrations. The default is unset, resulting in unsecured migration at the QEMU level. (Since 2.7)

tls-hostname

hostname of the target host for the migration. This is required when using x509 based TLS credentials and the migration URI does not already include a hostname. For example if using fd: or exec: based migration, the hostname must be provided so that the server's x509 certificate identity can be validated. (Since 2.7)

tls-authz

ID of the 'authz' object subclass that provides access control checking of the TLS x509 certificate distinguished name. This object is only resolved at time of use, so can be deleted and recreated on the fly while the migration server is active. If missing, it will default to denying access (Since 4.0)

max-bandwidth

to set maximum speed for migration. maximum speed in bytes per second. (Since 2.8)

downtime-limit

set maximum tolerated downtime for migration. maximum downtime in milliseconds (Since 2.8)

x-checkpoint-delay

The delay time (in ms) between two COLO checkpoints in periodic mode. (Since 2.8)

block-incremental

Affects how much storage is migrated when the block migration capability is enabled. When false, the entire storage backing chain is migrated into a flattened image at the destination; when true, only the active qcow2 layer is migrated and the destination must already have access to the same backing chain as was used on the source. (since 2.10)

multifd-channels

Number of channels used to migrate data in parallel. This is the same number that the number of sockets used for migration. The default value is 2 (since 4.0)

xbzrle-cache-size

cache size to be used by XBZRLE migration. It needs to be a multiple of the target page size and a power of 2 (Since 2.11)

max-postcopy-bandwidth

Background transfer bandwidth during postcopy. Defaults to 0 (unlimited). In bytes per second. (Since 3.0)

max-cpu-throttle
 maximum cpu throttle percentage. Defaults to 99. (Since 3.1)

Since: 2.4

MigrateSetParameters [Object]

Members:

announce-initial: int (optional)
 Initial delay (in milliseconds) before sending the first announce (Since 4.0)

announce-max: int (optional)
 Maximum delay (in milliseconds) between packets in the announcement (Since 4.0)

announce-rounds: int (optional)
 Number of self-announce packets sent after migration (Since 4.0)

announce-step: int (optional)
 Increase in delay (in milliseconds) between subsequent packets in the announcement (Since 4.0)

compress-level: int (optional)
 compression level

compress-threads: int (optional)
 compression thread count

compress-wait-thread: boolean (optional)
 Controls behavior when all compression threads are currently busy. If true (default), wait for a free compression thread to become available; otherwise, send the page uncompressed. (Since 3.1)

decompress-threads: int (optional)
 decompression thread count

cpu-throttle-initial: int (optional)
 Initial percentage of time guest cpus are throttled when migration auto-converge is activated. The default value is 20. (Since 2.7)

cpu-throttle-increment: int (optional)
 throttle percentage increase each time auto-converge detects that migration is not making progress. The default value is 10. (Since 2.7)

tls-creds: StrOrNull (optional)
 ID of the 'tls-creds' object that provides credentials for establishing a TLS connection over the migration data channel. On the outgoing side of the migration, the credentials must be for a 'client' endpoint, while for the incoming side the credentials must be for a 'server' endpoint. Setting this to a non-empty string enables TLS for all migrations. An empty string means that QEMU will use plain text mode for migration, rather than TLS (Since 2.9) Previously (since 2.7), this was reported by omitting tls-creds instead.

- tls-hostname:** `StrOrNull` (optional)
hostname of the target host for the migration. This is required when using x509 based TLS credentials and the migration URI does not already include a hostname. For example if using `fd:` or `exec:` based migration, the hostname must be provided so that the server's x509 certificate identity can be validated. (Since 2.7) An empty string means that QEMU will use the hostname associated with the migration URI, if any. (Since 2.9) Previously (since 2.7), this was reported by omitting `tls-hostname` instead.
- max-bandwidth:** `int` (optional)
to set maximum speed for migration. maximum speed in bytes per second. (Since 2.8)
- downtime-limit:** `int` (optional)
set maximum tolerated downtime for migration. maximum downtime in milliseconds (Since 2.8)
- x-checkpoint-delay:** `int` (optional)
the delay time between two COLO checkpoints. (Since 2.8)
- block-incremental:** `boolean` (optional)
Affects how much storage is migrated when the block migration capability is enabled. When false, the entire storage backing chain is migrated into a flattened image at the destination; when true, only the active qcow2 layer is migrated and the destination must already have access to the same backing chain as was used on the source. (since 2.10)
- multifd-channels:** `int` (optional)
Number of channels used to migrate data in parallel. This is the same number that the number of sockets used for migration. The default value is 2 (since 4.0)
- xbzrle-cache-size:** `int` (optional)
cache size to be used by XBZRLE migration. It needs to be a multiple of the target page size and a power of 2 (Since 2.11)
- max-postcopy-bandwidth:** `int` (optional)
Background transfer bandwidth during postcopy. Defaults to 0 (unlimited). In bytes per second. (Since 3.0)
- max-cpu-throttle:** `int` (optional)
maximum cpu throttle percentage. The default value is 99. (Since 3.1)
- tls-authz:** `StrOrNull` (optional)
Not documented

Since: 2.4

migrate-set-parameters

[Command]

Set various migration parameters.

Arguments: the members of `MigrateSetParameters`

Since: 2.4

Example:

```
-> { "execute": "migrate-set-parameters" ,
      "arguments": { "compress-level": 1 } }
```

MigrationParameters

[Object]

The optional members aren't actually optional.

Members:

announce-initial: int (optional)

Initial delay (in milliseconds) before sending the first announce (Since 4.0)

announce-max: int (optional)

Maximum delay (in milliseconds) between packets in the announcement (Since 4.0)

announce-rounds: int (optional)

Number of self-announce packets sent after migration (Since 4.0)

announce-step: int (optional)

Increase in delay (in milliseconds) between subsequent packets in the announcement (Since 4.0)

compress-level: int (optional)

compression level

compress-threads: int (optional)

compression thread count

compress-wait-thread: boolean (optional)

Controls behavior when all compression threads are currently busy. If true (default), wait for a free compression thread to become available; otherwise, send the page uncompressed. (Since 3.1)

decompress-threads: int (optional)

decompression thread count

cpu-throttle-initial: int (optional)

Initial percentage of time guest cpus are throttled when migration auto-converge is activated. (Since 2.7)

cpu-throttle-increment: int (optional)

throttle percentage increase each time auto-converge detects that migration is not making progress. (Since 2.7)

tls-creds: string (optional)

ID of the 'tls-creds' object that provides credentials for establishing a TLS connection over the migration data channel. On the outgoing side of the migration, the credentials must be for a 'client' endpoint, while for the incoming side the credentials must be for a 'server' endpoint. An empty string means that QEMU will use plain text mode for migration, rather than TLS (Since 2.7) Note: 2.8 reports this by omitting tls-creds instead.

- tls-hostname:** `string` (optional)
hostname of the target host for the migration. This is required when using x509 based TLS credentials and the migration URI does not already include a hostname. For example if using `fd:` or `exec:` based migration, the hostname must be provided so that the server's x509 certificate identity can be validated. (Since 2.7) An empty string means that QEMU will use the hostname associated with the migration URI, if any. (Since 2.9) Note: 2.8 reports this by omitting `tls-hostname` instead.
- tls-authz:** `string` (optional)
ID of the 'authz' object subclass that provides access control checking of the TLS x509 certificate distinguished name. (Since 4.0)
- max-bandwidth:** `int` (optional)
to set maximum speed for migration. maximum speed in bytes per second. (Since 2.8)
- downtime-limit:** `int` (optional)
set maximum tolerated downtime for migration. maximum downtime in milliseconds (Since 2.8)
- x-checkpoint-delay:** `int` (optional)
the delay time between two COLO checkpoints. (Since 2.8)
- block-incremental:** `boolean` (optional)
Affects how much storage is migrated when the block migration capability is enabled. When false, the entire storage backing chain is migrated into a flattened image at the destination; when true, only the active qcow2 layer is migrated and the destination must already have access to the same backing chain as was used on the source. (since 2.10)
- multifd-channels:** `int` (optional)
Number of channels used to migrate data in parallel. This is the same number that the number of sockets used for migration. The default value is 2 (since 4.0)
- xbzrle-cache-size:** `int` (optional)
cache size to be used by XBZRLE migration. It needs to be a multiple of the target page size and a power of 2 (Since 2.11)
- max-postcopy-bandwidth:** `int` (optional)
Background transfer bandwidth during postcopy. Defaults to 0 (unlimited). In bytes per second. (Since 3.0)
- max-cpu-throttle:** `int` (optional)
maximum cpu throttle percentage. Defaults to 99. (Since 3.1)

Since: 2.4

query-migrate-parameters

[Command]

Returns information about the current migration parameters

Returns: `MigrationParameters`

Since: 2.4

Example:

```
-> { "execute": "query-migrate-parameters" }
<- { "return": {
    "decompress-threads": 2,
    "cpu-throttle-increment": 10,
    "compress-threads": 8,
    "compress-level": 1,
    "cpu-throttle-initial": 20,
    "max-bandwidth": 33554432,
    "downtime-limit": 300
  }
}
```

`client_migrate_info` [Command]

Set migration information for remote display. This makes the server ask the client to automatically reconnect using the new parameters once migration finished successfully. Only implemented for SPICE.

Arguments:

```
protocol: string
           must be "spice"

hostname: string
           migration target hostname

port: int (optional)
         spice tcp port for plaintext channels

tls-port: int (optional)
          spice tcp port for tls-secured channels

cert-subject: string (optional)
              server certificate subject
```

Since: 0.14.0

Example:

```
-> { "execute": "client_migrate_info",
    "arguments": { "protocol": "spice",
                  "hostname": "virt42.lab.kraxel.org",
                  "port": 1234 } }
<- { "return": {} }
```

`migrate-start-postcopy` [Command]

Followup to a migration command to switch the migration to postcopy mode. The postcopy-ram capability must be set on both source and destination before the original migration command.

Since: 2.5

Example:

```
-> { "execute": "migrate-start-postcopy" }
<- { "return": {} }
```

MIGRATION [Event]

Emitted when a migration event happens

Arguments:

status: MigrationStatus

MigrationStatus describing the current migration status.

Since: 2.4

Example:

```
<- {"timestamp": {"seconds": 1432121972, "microseconds": 744001},
    "event": "MIGRATION",
    "data": {"status": "completed"} }
```

MIGRATION_PASS [Event]

Emitted from the source side of a migration at the start of each pass (when it syncs the dirty bitmap)

Arguments:

pass: int An incrementing count (starting at 1 on the first pass)

Since: 2.6

Example:

```
{ "timestamp": {"seconds": 1449669631, "microseconds": 239225},
  "event": "MIGRATION_PASS", "data": {"pass": 2} }
```

COLOMessage [Enum]

The message transmission between Primary side and Secondary side.

Values:

checkpoint-ready

Secondary VM (SVM) is ready for checkpointing

checkpoint-request

Primary VM (PVM) tells SVM to prepare for checkpointing

checkpoint-reply

SVM gets PVM's checkpoint request

vmstate-send

VM's state will be sent by PVM.

vmstate-size

The total size of VMstate.

vmstate-received

VM's state has been received by SVM.

vmstate-loaded

VM's state has been loaded by SVM.

Since: 2.8

COLOMode [Enum]

The COLO current mode.

Values:

none COLO is disabled.
primary COLO node in primary side.
secondary COLO node in slave side.

Since: 2.8

FailoverStatus [Enum]

An enumeration of COLO failover status

Values:

none no failover has ever happened
require got failover requirement but not handled
active in the process of doing failover
completed finish the process of failover
relaunch restart the failover process, from 'none' -> 'completed' (Since 2.9)

Since: 2.8

COLO_EXIT [Event]

Emitted when VM finishes COLO mode due to some errors happening or at the request of users.

Arguments:

mode: COLOMode
 report COLO mode when COLO exited.
reason: COLOExitReason
 describes the reason for the COLO exit.

Since: 3.1

Example:

```
<- { "timestamp": {"seconds": 2032141960, "microseconds": 417172},
      "event": "COLO_EXIT", "data": {"mode": "primary", "reason": "request" } }
```

COLOExitReason [Enum]

The reason for a COLO exit.

Values:

none failover has never happened. This state does not occur in the COLO_EXIT event, and is only visible in the result of query-colo-status.
request COLO exit is due to an external request.

error COLO exit is due to an internal error.

processing
COLO is currently handling a failover (since 4.0).

Since: 3.1

x-colo-lost-heartbeat [Command]

Tell qemu that heartbeat is lost, request it to do takeover procedures. If this command is sent to the PVM, the Primary side will exit COLO mode. If sent to the Secondary, the Secondary side will run failover work, then takes over server operation to become the service VM.

Since: 2.8

Example:

```
-> { "execute": "x-colo-lost-heartbeat" }
<- { "return": {} }
```

migrate_cancel [Command]

Cancel the current executing migration process.

Returns: nothing on success

Notes: This command succeeds even if there is no migration process running.

Since: 0.14.0

Example:

```
-> { "execute": "migrate_cancel" }
<- { "return": {} }
```

migrate-continue [Command]

Continue migration when it's in a paused state.

Arguments:

state: MigrationStatus
The state the migration is currently expected to be in

Returns: nothing on success

Since: 2.11

Example:

```
-> { "execute": "migrate-continue" , "arguments":
    { "state": "pre-switchover" } }
<- { "return": {} }
```

migrate_set_downtime [Command]

Set maximum tolerated downtime for migration.

Arguments:

value: number
maximum downtime in seconds

Returns: nothing on success

Notes: This command is deprecated in favor of 'migrate-set-parameters'

Since: 0.14.0

Example:

```
-> { "execute": "migrate_set_downtime", "arguments": { "value": 0.1 } }
<- { "return": {} }
```

migrate_set_speed [Command]

Set maximum speed for migration.

Arguments:

value: int
maximum speed in bytes per second.

Returns: nothing on success

Notes: This command is deprecated in favor of 'migrate-set-parameters'

Since: 0.14.0

Example:

```
-> { "execute": "migrate_set_speed", "arguments": { "value": 1024 } }
<- { "return": {} }
```

migrate-set-cache-size [Command]

Set cache size to be used by XBZRLE migration

Arguments:

value: int
cache size in bytes

The size will be rounded down to the nearest power of 2. The cache size can be modified before and during ongoing migration

Returns: nothing on success

Notes: This command is deprecated in favor of 'migrate-set-parameters'

Since: 1.2

Example:

```
-> { "execute": "migrate-set-cache-size",
      "arguments": { "value": 536870912 } }
<- { "return": {} }
```

query-migrate-cache-size [Command]

Query migration XBZRLE cache size

Returns: XBZRLE cache size in bytes

Notes: This command is deprecated in favor of 'query-migrate-parameters'

Since: 1.2

Example:

```
-> { "execute": "query-migrate-cache-size" }
<- { "return": 67108864 }
```

migrate [Command]

Migrates the current running guest to another Virtual Machine.

Arguments:

uri: string

the Uniform Resource Identifier of the destination VM

blk: boolean (optional)

do block migration (full disk copy)

inc: boolean (optional)

incremental disk copy migration

detach: boolean (optional)

this argument exists only for compatibility reasons and is ignored by QEMU

resume: boolean (optional)

resume one paused migration, default "off". (since 3.0)

Returns: nothing on success

Since: 0.14.0

Notes:

1. The 'query-migrate' command should be used to check migration's progress and final result (this information is provided by the 'status' member)
2. All boolean arguments default to false
3. The user Monitor's "detach" argument is invalid in QMP and should not be used

Example:

```
-> { "execute": "migrate", "arguments": { "uri": "tcp:0:4446" } }
<- { "return": {} }
```

migrate-incoming [Command]

Start an incoming migration, the qemu must have been started with -incoming defer

Arguments:

uri: string

The Uniform Resource Identifier identifying the source or address to listen on

Returns: nothing on success

Since: 2.3

Notes:

1. It's a bad idea to use a string for the uri, but it needs to stay compatible with -incoming and the format of the uri is already exposed above libvirt.
2. QEMU must be started with -incoming defer to allow migrate-incoming to be used.
3. The uri format is the same as for -incoming

Example:

```
-> { "execute": "migrate-incoming",
      "arguments": { "uri": "tcp::4446" } }
<- { "return": {} }
```

xen-save-devices-state [Command]

Save the state of all devices to file. The RAM and the block devices of the VM are not saved by this command.

Arguments:

filename: string

the file to save the state of the devices to as binary data. See xen-save-devices-state.txt for a description of the binary format.

live: boolean (optional)

Optional argument to ask QEMU to treat this command as part of a live migration. Default to true. (since 2.11)

Returns: Nothing on success

Since: 1.1

Example:

```
-> { "execute": "xen-save-devices-state",
      "arguments": { "filename": "/tmp/save" } }
<- { "return": {} }
```

xen-set-replication [Command]

Enable or disable replication.

Arguments:

enable: boolean

true to enable, false to disable.

primary: boolean

true for primary or false for secondary.

failover: boolean (optional)

true to do failover, false to stop. but cannot be specified if 'enable' is true. default value is false.

Returns: nothing.

Example:

```
-> { "execute": "xen-set-replication",
      "arguments": {"enable": true, "primary": false} }
<- { "return": {} }
```

Since: 2.9

If: defined(CONFIG_REPLICATION)

ReplicationStatus [Object]

The result format for 'query-xen-replication-status'.

Members:

error: boolean

true if an error happened, false if replication is normal.

desc: string (optional)

the human readable error description string, when **error** is 'true'.

Since: 2.9

If: defined(CONFIG_REPLICATION)

query-xen-replication-status [Command]

Query replication status while the vm is running.

Returns: A `ReplicationResult` object showing the status.

Example:

```
-> { "execute": "query-xen-replication-status" }
<- { "return": { "error": false } }
```

Since: 2.9

If: defined(CONFIG_REPLICATION)

xen-colo-do-checkpoint [Command]

Xen uses this command to notify replication to trigger a checkpoint.

Returns: nothing.

Example:

```
-> { "execute": "xen-colo-do-checkpoint" }
<- { "return": {} }
```

Since: 2.9

If: defined(CONFIG_REPLICATION)

COLOStatus [Object]

The result format for 'query-colo-status'.

Members:

mode: `COLOMode`

COLO running mode. If COLO is running, this field will return 'primary' or 'secondary'.

last-mode: `COLOMode`

COLO last running mode. If COLO is running, this field will return same like mode field, after failover we can use this field to get last colo mode. (since 4.0)

reason: `COLOExitReason`

describes the reason for the COLO exit.

Since: 3.1

`query-colo-status` [Command]

Query COLO status while the vm is running.

Returns: A COLOStatus object showing the status.

Example:

```
-> { "execute": "query-colo-status" }
<- { "return": { "mode": "primary", "reason": "request" } }
```

Since: 3.1

`migrate-recover` [Command]

Provide a recovery migration stream URI.

Arguments:

`uri: string`
the URI to be used for the recovery of migration stream.

Returns: nothing.

Example:

```
-> { "execute": "migrate-recover",
      "arguments": { "uri": "tcp:192.168.1.200:12345" } }
<- { "return": {} }
```

Since: 3.0

`migrate-pause` [Command]

Pause a migration. Currently it only supports postcopy.

Returns: nothing.

Example:

```
-> { "execute": "migrate-pause" }
<- { "return": {} }
```

Since: 3.0

`UNPLUG_PRIMARY` [Event]

Emitted from source side of a migration when migration state is WAIT_UNPLUG. Device was unplugged by guest operating system. Device resources in QEMU are kept on standby to be able to re-plug it in case of migration failure.

Arguments:

`device-id: string`
QEMU device id of the unplugged device

Since: 4.2

Example:

```
{"event": "UNPLUG_PRIMARY", "data": {"device-id": "hostdev0" } }
```

1.18 Transactions

Abort [Object]

This action can be used to test transaction failure.

Since: 1.6

ActionCompletionMode [Enum]

An enumeration of Transactional completion modes.

Values:

individual

Do not attempt to cancel any other Actions if any Actions fail after the Transaction request succeeds. All Actions that can complete successfully will do so without waiting on others. This is the default.

grouped

If any Action fails after the Transaction succeeds, cancel all Actions. Actions do not complete until all Actions are ready to complete. May be rejected by Actions that do not support this completion mode.

Since: 2.5

TransactionAction [Object]

A discriminated record of operations that can be performed with `transaction`. Action type can be:

- `abort`: since 1.6
- `block-dirty-bitmap-add`: since 2.5
- `block-dirty-bitmap-remove`: since 4.2
- `block-dirty-bitmap-clear`: since 2.5
- `block-dirty-bitmap-enable`: since 4.0
- `block-dirty-bitmap-disable`: since 4.0
- `block-dirty-bitmap-merge`: since 4.0
- `blockdev-backup`: since 2.3
- `blockdev-snapshot`: since 2.5
- `blockdev-snapshot-internal-sync`: since 1.7
- `blockdev-snapshot-sync`: since 1.1
- `drive-backup`: since 1.6

Members:

`type` One of "abort", "block-dirty-bitmap-add", "block-dirty-bitmap-remove", "block-dirty-bitmap-clear", "block-dirty-bitmap-enable", "block-dirty-bitmap-disable", "block-dirty-bitmap-merge", "blockdev-backup", "blockdev-snapshot", "blockdev-snapshot-internal-sync", "blockdev-snapshot-sync", "drive-backup"

data: Abort when type is "abort"
 data: BlockDirtyBitmapAdd when type is "block-dirty-bitmap-add"
 data: BlockDirtyBitmap when type is "block-dirty-bitmap-remove"
 data: BlockDirtyBitmap when type is "block-dirty-bitmap-clear"
 data: BlockDirtyBitmap when type is "block-dirty-bitmap-enable"
 data: BlockDirtyBitmap when type is "block-dirty-bitmap-disable"
 data: BlockDirtyBitmapMerge when type is "block-dirty-bitmap-merge"
 data: BlockdevBackup when type is "blockdev-backup"
 data: BlockdevSnapshot when type is "blockdev-snapshot"
 data: BlockdevSnapshotInternal when type is
 "blockdev-snapshot-internal-sync"
 data: BlockdevSnapshotSync when type is "blockdev-snapshot-sync"
 data: DriveBackup when type is "drive-backup"

Since: 1.1

TransactionProperties [Object]

Optional arguments to modify the behavior of a Transaction.

Members:

completion-mode: ActionCompletionMode (optional)
 Controls how jobs launched asynchronously by Actions will complete or fail as a group. See ActionCompletionMode for details.

Since: 2.5

transaction [Command]

Executes a number of transactionable QMP commands atomically. If any operation fails, then the entire set of actions will be abandoned and the appropriate error returned.

For external snapshots, the dictionary contains the device, the file to use for the new snapshot, and the format. The default format, if not specified, is qcow2.

Each new snapshot defaults to being created by QEMU (wiping any contents if the file already exists), but it is also possible to reuse an externally-created file. In the latter case, you should ensure that the new image file has the same contents as the current one; QEMU cannot perform any meaningful check. Typically this is achieved by using the current image file as the backing file for the new image.

On failure, the original disks pre-snapshot attempt will be used.

For internal snapshots, the dictionary contains the device and the snapshot's name. If an internal snapshot matching name already exists, the request will be rejected. Only some image formats support it, for example, qcow2, rbd, and sheepdog.

On failure, qemu will try delete the newly created internal snapshot in the transaction. When an I/O error occurs during deletion, the user needs to fix it later with qemu-img or other command.

Arguments:

actions: array of TransactionAction
 List of TransactionAction; information needed for the respective operations.

properties: `TransactionProperties` (optional)
 structure of additional options to control the execution of the transaction.
 See `TransactionProperties` for additional detail.

Returns: nothing on success

Errors depend on the operations of the transaction

Note: The transaction aborts on the first failure. Therefore, there will be information on only one failed operation returned in an error condition, and subsequent actions will not have been attempted.

Since: 1.1

Example:

```
-> { "execute": "transaction",
    "arguments": { "actions": [
      { "type": "blockdev-snapshot-sync", "data" : { "device": "ide-hd0",
        "snapshot-file": "/some/place/my-image",
        "format": "qcow2" } },
      { "type": "blockdev-snapshot-sync", "data" : { "node-name": "myfile",
        "snapshot-file": "/some/place/my-image2",
        "snapshot-node-name": "node3432",
        "mode": "existing",
        "format": "qcow2" } },
      { "type": "blockdev-snapshot-sync", "data" : { "device": "ide-hd1",
        "snapshot-file": "/some/place/my-image2",
        "mode": "existing",
        "format": "qcow2" } },
      { "type": "blockdev-snapshot-internal-sync", "data" : {
        "device": "ide-hd2",
        "name": "snapshot0" } } ] } }

<- { "return": {} }
```

1.19 Tracing

`TraceEventState` [Enum]
 State of a tracing event.

Values:

`unavailable` The event is statically disabled.
`disabled` The event is dynamically disabled.
`enabled` The event is dynamically enabled.

Since: 2.2

`TraceEventInfo` [Object]
 Information of a tracing event.

Members:**name:** string

Event name.

state: TraceEventState

Tracing state.

vcpu: boolean

Whether this is a per-vCPU event (since 2.7).

An event is per-vCPU if it has the "vcpu" property in the "trace-events" files.

Since: 2.2**trace-event-get-state** [Command]

Query the state of events.

Arguments:**name:** string

Event name pattern (case-sensitive glob).

vcpu: int (optional)

The vCPU to query (any by default; since 2.7).

Returns: a list of TraceEventInfo for the matching events

An event is returned if:

- its name matches the **name** pattern, and
- if **vcpu** is given, the event has the "vcpu" property.

Therefore, if **vcpu** is given, the operation will only match per-vCPU events, returning their state on the specified vCPU. Special case: if **name** is an exact match, **vcpu** is given and the event does not have the "vcpu" property, an error is returned.

Since: 2.2**Example:**

```
-> { "execute": "trace-event-get-state",
      "arguments": { "name": "qemu_memalign" } }
<- { "return": [ { "name": "qemu_memalign", "state": "disabled" } ] }
```

trace-event-set-state [Command]

Set the dynamic tracing state of events.

Arguments:**name:** string

Event name pattern (case-sensitive glob).

enable: boolean

Whether to enable tracing.

ignore-unavailable: boolean (optional)Do not match unavailable events with **name**.**vcpu:** int (optional)

The vCPU to act upon (all by default; since 2.7).

An event's state is modified if:

- its name matches the **name** pattern, and
- if **vcpu** is given, the event has the "vcpu" property.

Therefore, if **vcpu** is given, the operation will only match per-vCPU events, setting their state on the specified vCPU. Special case: if **name** is an exact match, **vcpu** is given and the event does not have the "vcpu" property, an error is returned.

Since: 2.2

Example:

```
-> { "execute": "trace-event-set-state",
      "arguments": { "name": "qemu_memalign", "enable": "true" } }
<- { "return": {} }
```

1.20 QMP introspection

`query-qmp-schema` [Command]

Command `query-qmp-schema` exposes the QMP wire ABI as an array of `SchemaInfo`. This lets QMP clients figure out what commands and events are available in this QEMU, and their parameters and results.

However, the `SchemaInfo` can't reflect all the rules and restrictions that apply to QMP. It's interface introspection (figuring out what's there), not interface specification. The specification is in the QAPI schema.

Furthermore, while we strive to keep the QMP wire format backwards-compatible across qemu versions, the introspection output is not guaranteed to have the same stability. For example, one version of qemu may list an object member as an optional non-variant, while another lists the same member only through the object's variants; or the type of a member may change from a generic string into a specific enum or from one specific type into an alternate that includes the original type alongside something else.

Returns: array of `SchemaInfo`, where each element describes an entity in the ABI: command, event, type, ...

The order of the various `SchemaInfo` is unspecified; however, all names are guaranteed to be unique (no name will be duplicated with different meta-types).

Note: the QAPI schema is also used to help define **internal** interfaces, by defining QAPI types. These are not part of the QMP wire ABI, and therefore not returned by this command.

Since: 2.5

`SchemaMetaType` [Enum]

This is a `SchemaInfo`'s meta type, i.e. the kind of entity it describes.

Values:

<code>builtin</code>	a predefined type such as 'int' or 'bool'.
<code>enum</code>	an enumeration type
<code>array</code>	an array type

object an object type (struct or union)

alternate
an alternate type

command a QMP command

event a QMP event

Since: 2.5

SchemaInfo [Object]

Members:

name: `string`
the entity's name, inherited from `base`. The `SchemaInfo` is always referenced by this name. Commands and events have the name defined in the QAPI schema. Unlike command and event names, type names are not part of the wire ABI. Consequently, type names are meaningless strings here, although they are still guaranteed unique regardless of `meta-type`.

meta-type: `SchemaMetaType`
the entity's meta type, inherited from `base`.

The members of `SchemaInfoBuiltin` when `meta-type` is "builtin"

The members of `SchemaInfoEnum` when `meta-type` is "enum"

The members of `SchemaInfoArray` when `meta-type` is "array"

The members of `SchemaInfoObject` when `meta-type` is "object"

The members of `SchemaInfoAlternate` when `meta-type` is "alternate"

The members of `SchemaInfoCommand` when `meta-type` is "command"

The members of `SchemaInfoEvent` when `meta-type` is "event"

Additional members depend on the value of `meta-type`.

Since: 2.5

SchemaInfoBuiltin [Object]

Additional `SchemaInfo` members for `meta-type` 'builtin'.

Members:

json-type: `JSONType`
the JSON type used for this type on the wire.

Since: 2.5

JSONType [Enum]

The four primitive and two structured types according to RFC 8259 section 1, plus 'int' (split off 'number'), plus the obvious top type 'value'.

Values:

string Not documented

number Not documented

int Not documented

`boolean` Not documented
`null` Not documented
`object` Not documented
`array` Not documented
`value` Not documented

Since: 2.5

`SchemaInfoEnum` [Object]

Additional `SchemaInfo` members for meta-type 'enum'.

Members:

`values: array of string`
the enumeration type's values, in no particular order.

Values of this type are JSON string on the wire.

Since: 2.5

`SchemaInfoArray` [Object]

Additional `SchemaInfo` members for meta-type 'array'.

Members:

`element-type: string`
the array type's element type.

Values of this type are JSON array on the wire.

Since: 2.5

`SchemaInfoObject` [Object]

Additional `SchemaInfo` members for meta-type 'object'.

Members:

`members: array of SchemaInfoObjectMember`
the object type's (non-variant) members, in no particular order.

`tag: string` (optional)
the name of the member serving as type tag. An element of `members` with this name must exist.

`variants: array of SchemaInfoObjectVariant` (optional)
variant members, i.e. additional members that depend on the type tag's value. Present exactly when `tag` is present. The variants are in no particular order, and may even differ from the order of the values of the enum type of the `tag`.

`features: array of string` (optional)
names of features associated with the type, in no particular order. (since: 4.1)

Values of this type are JSON object on the wire.

Since: 2.5

SchemaInfoObjectMember [Object]

An object member.

Members:

name: string

the member's name, as defined in the QAPI schema.

type: string

the name of the member's type.

default: value (optional)

default when used as command parameter. If absent, the parameter is mandatory. If present, the value must be null. The parameter is optional, and behavior when it's missing is not specified here. Future extension: if present and non-null, the parameter is optional, and defaults to this value.

Since: 2.5

SchemaInfoObjectVariant [Object]

The variant members for a value of the type tag.

Members:

case: string

a value of the type tag.

type: string

the name of the object type that provides the variant members when the type tag has value **case**.

Since: 2.5

SchemaInfoAlternate [Object]

Additional SchemaInfo members for meta-type 'alternate'.

Members:

members: array of SchemaInfoAlternateMember

the alternate type's members, in no particular order. The members' wire encoding is distinct, see docs/devel/qapi-code-gen.txt section Alternate types.

On the wire, this can be any of the members.

Since: 2.5

SchemaInfoAlternateMember [Object]

An alternate member.

Members:

type: string

the name of the member's type.

Since: 2.5

SchemaInfoCommand [Object]

Additional SchemaInfo members for meta-type 'command'.

Members:

arg-type: `string`
the name of the object type that provides the command's parameters.

ret-type: `string`
the name of the command's result type.

allow-oob: `boolean` (optional)
whether the command allows out-of-band execution, defaults to false
(Since: 2.12)

features: `array of string` (optional)
names of features associated with the command, in no particular order.
(since 4.2)

TODO: `success-response` (currently irrelevant, because it's QGA, not QMP)

Since: 2.5

SchemaInfoEvent [Object]

Additional SchemaInfo members for meta-type 'event'.

Members:

arg-type: `string`
the name of the object type that provides the event's parameters.

Since: 2.5

1.21 QEMU Object Model (QOM)

ObjectPropertyInfo [Object]

Members:

name: `string`
the name of the property

type: `string`
the type of the property. This will typically come in one of four forms:

- 1) A primitive type such as 'u8', 'u16', 'bool', 'str', or 'double'. These types are mapped to the appropriate JSON type.
- 2) A child type in the form 'child<subtype>' where subtype is a qdev device type name. Child properties create the composition tree.
- 3) A link type in the form 'link<subtype>' where subtype is a qdev device type name. Link properties form the device model graph.

description: `string` (optional)
if specified, the description of the property.

Since: 1.2

`qom-list` [Command]

This command will list any properties of a object given a path in the object model.

Arguments:

`path: string`

the path within the object model. See `qom-get` for a description of this parameter.

Returns: a list of `ObjectPropertyInfo` that describe the properties of the object.

Since: 1.2

Example:

```
-> { "execute": "qom-list",
      "arguments": { "path": "/chardevs" } }
<- { "return": [ { "name": "type", "type": "string" },
                  { "name": "parallel0", "type": "child<chardev-vc>" },
                  { "name": "serial0", "type": "child<chardev-vc>" },
                  { "name": "mon0", "type": "child<chardev-stdio>" } ] }
```

`qom-get` [Command]

This command will get a property from a object model path and return the value.

Arguments:

`path: string`

The path within the object model. There are two forms of supported paths—absolute and partial paths.

Absolute paths are derived from the root object and can follow `child<>` or `link<>` properties. Since they can follow `link<>` properties, they can be arbitrarily long. Absolute paths look like absolute filenames and are prefixed with a leading slash.

Partial paths look like relative filenames. They do not begin with a prefix. The matching rules for partial paths are subtle but designed to make specifying objects easy. At each level of the composition tree, the partial path is matched as an absolute path. The first match is not returned. At least two matches are searched for. A successful result is only returned if only one match is found. If more than one match is found, a flag is return to indicate that the match was ambiguous.

`property: string`

The property name to read

Returns: The property value. The type depends on the property type. `child<>` and `link<>` properties are returned as `#str` pathnames. All integer property types (`u8`, `u16`, etc) are returned as `#int`.

Since: 1.2

Example:

1. Use absolute path

```
-> { "execute": "qom-get",
```

```

    "arguments": { "path": "/machine/unattached/device[0]",
                  "property": "hotplugged" } }
<- { "return": false }

```

2. Use partial path

```

-> { "execute": "qom-get",
    "arguments": { "path": "unattached/sysbus",
                  "property": "type" } }
<- { "return": "System" }

```

qom-set

[Command]

This command will set a property from a object model path.

Arguments:

path: string

see `qom-get` for a description of this parameter

property: string

the property name to set

value: value

a value who's type is appropriate for the property type. See `qom-get` for a description of type mapping.

Since: 1.2

Example:

```

-> { "execute": "qom-set",
    "arguments": { "path": "/machine",
                  "property": "graphics",
                  "value": false } }
<- { "return": {} }

```

ObjectTypeInfo

[Object]

This structure describes a search result from `qom-list-types`

Members:

name: string

the type name found in the search

abstract: boolean (optional)

the type is abstract and can't be directly instantiated. Omitted if false. (since 2.10)

parent: string (optional)

Name of parent type, if any (since 2.10)

Since: 1.1

qom-list-types

[Command]

This command will return a list of types given search parameters

Arguments:

implements: `string` (optional)
if specified, only return types that implement this type name

abstract: `boolean` (optional)
if true, include abstract types in the results

Returns: a list of `ObjectTypeInfo` or an empty list if no results are found

Since: 1.1

`qom-list-properties` [Command]

List properties associated with a QOM object.

Arguments:

typename: `string`
the type name of an object

Note: objects can create properties at runtime, for example to describe links between different devices and/or objects. These properties are not included in the output of this command.

Returns: a list of `ObjectPropertyInfo` describing object properties

Since: 2.12

`object-add` [Command]

Create a QOM object.

Arguments:

qom-type: `string`
the class name for the object to be created

id: `string`
the name of the new object

props: `value` (optional)
a dictionary of properties to be passed to the backend

Returns: Nothing on success Error if `qom-type` is not a valid class name

Since: 2.0

Example:

```
-> { "execute": "object-add",
      "arguments": { "qom-type": "rng-random", "id": "rng1",
                    "props": { "filename": "/dev/hwrng" } } }
<- { "return": {} }
```

`object-del` [Command]

Remove a QOM object.

Arguments:

id: `string`
the name of the QOM object to remove

Returns: Nothing on success Error if id is not a valid id for a QOM object

Since: 2.0

Example:

```
-> { "execute": "object-del", "arguments": { "id": "rng1" } }
<- { "return": {} }
```

1.22 Device infrastructure (qdev)

`device-list-properties` [Command]

List properties associated with a device.

Arguments:

`typename: string`
the type name of a device

Returns: a list of `ObjectPropertyInfo` describing a devices properties

Note: objects can create properties at runtime, for example to describe links between different devices and/or objects. These properties are not included in the output of this command.

Since: 1.2

`device_add` [Command]

Arguments:

`driver: string`
the name of the new device's driver

`bus: string` (optional)
the device's parent bus (device tree path)

`id: string` (optional)
the device's ID, must be unique

Additional arguments depend on the type.

Add a device.

Notes:

1. For detailed information about this command, please refer to the 'docs/qdev-device-use.txt' file.
2. It's possible to list device properties by running QEMU with the "-device DEVICE,help" command-line argument, where DEVICE is the device's name

Example:

```
-> { "execute": "device_add",
      "arguments": { "driver": "e1000", "id": "net1",
                    "bus": "pci.0",
                    "mac": "52:54:00:12:34:56" } }
<- { "return": {} }
```


TODO: This command effectively bypasses QAPI completely due to its "additional arguments" business. It shouldn't have been added to the schema in this form. It should be qapified properly, or replaced by a properly qapified command.

Since: 0.13

`device_del` [Command]

Remove a device from a guest

Arguments:

`id`: string
the device's ID or QOM path

Returns: Nothing on success If `id` is not a valid device, `DeviceNotFound`

Notes: When this command completes, the device may not be removed from the guest. Hot removal is an operation that requires guest cooperation. This command merely requests that the guest begin the hot removal process. Completion of the device removal process is signaled with a `DEVICE_DELETED` event. Guest reset will automatically complete removal for all devices.

Since: 0.14.0

Example:

```
-> { "execute": "device_del",
      "arguments": { "id": "net1" } }
<- { "return": {} }

-> { "execute": "device_del",
      "arguments": { "id": "/machine/peripheral-anon/device[0]" } }
<- { "return": {} }
```

`DEVICE_DELETED` [Event]

Emitted whenever the device removal completion is acknowledged by the guest. At this point, it's safe to reuse the specified device ID. Device removal can be initiated by the guest or by HMP/QMP commands.

Arguments:

`device`: string (optional)
device name

`path`: string
device path

Since: 1.5

Example:

```
<- { "event": "DEVICE_DELETED",
      "data": { "device": "virtio-net-pci-0",
                "path": "/machine/peripheral/virtio-net-pci-0" },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

1.23 Machines

`SysEmuTarget` [Enum]

The comprehensive enumeration of QEMU system emulation ("softmmu") targets. Run `./configure --help` in the project root directory, and look for the `*-softmmu` targets near the `--target-list` option. The individual target constants are not documented here, for the time being.

Values:

<code>aarch64</code>	Not documented
<code>alpha</code>	Not documented
<code>arm</code>	Not documented
<code>cris</code>	Not documented
<code>hppa</code>	Not documented
<code>i386</code>	Not documented
<code>lm32</code>	Not documented
<code>m68k</code>	Not documented
<code>microblaze</code>	Not documented
<code>microblazeel</code>	Not documented
<code>mips</code>	Not documented
<code>mips64</code>	Not documented
<code>mips64el</code>	Not documented
<code>mipsel</code>	Not documented
<code>moxie</code>	Not documented
<code>nios2</code>	Not documented
<code>or1k</code>	Not documented
<code>ppc</code>	Not documented
<code>ppc64</code>	Not documented
<code>riscv32</code>	Not documented
<code>riscv64</code>	Not documented
<code>s390x</code>	Not documented
<code>sh4</code>	Not documented
<code>sh4eb</code>	Not documented
<code>sparc</code>	Not documented

sparc64 Not documented
tricore Not documented
unicore32
 Not documented
x86_64 Not documented
xtensa Not documented
xtensaeb Not documented

Notes: The resulting QMP strings can be appended to the "qemu-system-" prefix to produce the corresponding QEMU executable name. This is true even for "qemu-system-x86_64".

ppcemb: dropped in 3.1

Since: 3.0

CpuInfoArch [Enum]

An enumeration of cpu types that enable additional information during `query-cpus` and `query-cpus-fast`.

Values:

s390 since 2.12
riscv since 2.12
x86 Not documented
sparc Not documented
ppc Not documented
mips Not documented
tricore Not documented
other Not documented

Since: 2.6

CpuInfo [Object]

Information about a virtual CPU

Members:

cpu: `int` the index of the virtual CPU

current: `boolean`
 this only exists for backwards compatibility and should be ignored

halted: `boolean`
 true if the virtual CPU is in the halt state. Halt usually refers to a processor specific low power mode.

qom_path: `string`
 path to the CPU object in the QOM tree (since 2.4)

thread_id: `int`
 ID of the underlying host thread

props: `CpuInstanceProperties` (optional)
 properties describing to which node/socket/core/thread virtual CPU belongs to, provided if supported by board (since 2.10)

arch: `CpuInfoArch`
 architecture of the cpu, which determines which additional fields will be listed (since 2.6)

The members of `CpuInfoX86` when `arch` is "x86"

The members of `CpuInfoSPARC` when `arch` is "sparc"

The members of `CpuInfoPPC` when `arch` is "ppc"

The members of `CpuInfoMIPS` when `arch` is "mips"

The members of `CpuInfoTricore` when `arch` is "tricore"

The members of `CpuInfoS390` when `arch` is "s390"

The members of `CpuInfoRISCV` when `arch` is "riscv"

Since: 0.14.0

Notes: `halted` is a transient state that changes frequently. By the time the data is sent to the client, the guest may no longer be halted.

`CpuInfoX86` [Object]

Additional information about a virtual i386 or x86_64 CPU

Members:

`pc:` `int` the 64-bit instruction pointer

Since: 2.6

`CpuInfoSPARC` [Object]

Additional information about a virtual SPARC CPU

Members:

`pc:` `int` the PC component of the instruction pointer

`npc:` `int` the NPC component of the instruction pointer

Since: 2.6

`CpuInfoPPC` [Object]

Additional information about a virtual PPC CPU

Members:

`nip:` `int` the instruction pointer

Since: 2.6

`CpuInfoMIPS` [Object]

Additional information about a virtual MIPS CPU

Members:

`PC:` `int` the instruction pointer

Since: 2.6

- CpuInfoTricore** [Object]
 Additional information about a virtual Tricore CPU
Members:
 PC: int the instruction pointer
Since: 2.6
- CpuInfoRISCV** [Object]
 Additional information about a virtual RISCV CPU
Members:
 pc: int the instruction pointer
 Since 2.12
- CpuS390State** [Enum]
 An enumeration of cpu states that can be assumed by a virtual S390 CPU
Values:
 uninitialized Not documented
 stopped Not documented
 check-stop Not documented
 operating Not documented
 load Not documented
Since: 2.12
- CpuInfoS390** [Object]
 Additional information about a virtual S390 CPU
Members:
 cpu-state: CpuS390State
 the virtual CPU's state
Since: 2.12
- query-cpus** [Command]
 Returns a list of information about each virtual CPU.
 This command causes vCPU threads to exit to userspace, which causes a small interruption to guest CPU execution. This will have a negative impact on realtime guests and other latency sensitive guest workloads. It is recommended to use `query-cpus-fast` instead of this command to avoid the vCPU interruption.
Returns: a list of `CpuInfo` for each virtual CPU
Since: 0.14.0

Example:

```

-> { "execute": "query-cpus" }
<- { "return": [
  {
    "CPU":0,
    "current":true,
    "halted":false,
    "qom_path":"/machine/unattached/device[0]",
    "arch":"x86",
    "pc":3227107138,
    "thread_id":3134
  },
  {
    "CPU":1,
    "current":false,
    "halted":true,
    "qom_path":"/machine/unattached/device[2]",
    "arch":"x86",
    "pc":7108165,
    "thread_id":3135
  }
]
}

```

Notes: This interface is deprecated (since 2.12.0), and it is strongly recommended that you avoid using it. Use `query-cpus-fast` to obtain information about virtual CPUs.

CpuInfoFast

[Object]

Information about a virtual CPU

Members:**cpu-index:** int

index of the virtual CPU

qom-path: string

path to the CPU object in the QOM tree

thread-id: int

ID of the underlying host thread

props: CpuInstanceProperties (optional)

properties describing to which node/socket/core/thread virtual CPU belongs to, provided if supported by board

arch: CpuInfoArchbase architecture of the cpu; deprecated since 3.0.0 in favor of `target`**target:** SysEmuTarget

the QEMU system emulation target, which determines which additional fields will be listed (since 3.0)

The members of `CpuInfoS390` when `target` is `"s390x"`

Since: 2.12

`query-cpus-fast` [Command]

Returns information about all virtual CPUs. This command does not incur a performance penalty and should be used in production instead of `query-cpus`.

Returns: list of `CpuInfoFast`

Since: 2.12

Example:

```
-> { "execute": "query-cpus-fast" }
<- { "return": [
  {
    "thread-id": 25627,
    "props": {
      "core-id": 0,
      "thread-id": 0,
      "socket-id": 0
    },
    "qom-path": "/machine/unattached/device[0]",
    "arch": "x86",
    "target": "x86_64",
    "cpu-index": 0
  },
  {
    "thread-id": 25628,
    "props": {
      "core-id": 0,
      "thread-id": 0,
      "socket-id": 1
    },
    "qom-path": "/machine/unattached/device[2]",
    "arch": "x86",
    "target": "x86_64",
    "cpu-index": 1
  }
]
}
```

`cpu-add` [Command]

Adds CPU with specified ID.

Arguments:

`id`: int ID of CPU to be created, valid values [0..max_cpus)

Returns: Nothing on success

Since: 1.5

Note: This command is deprecated. The ‘device_add’ command should be used instead. See the ‘query-hotpluggable-cpus’ command for details.

Example:

```
-> { "execute": "cpu-add", "arguments": { "id": 2 } }
<- { "return": {} }
```

MachineInfo [Object]

Information describing a machine.

Members:

name: string
the name of the machine

alias: string (optional)
an alias for the machine name

is-default: boolean (optional)
whether the machine is default

cpu-max: int
maximum number of CPUs supported by the machine type (since 1.5.0)

hotpluggable-cpus: boolean
cpu hotplug via -device is supported (since 2.7.0)

numa-mem-supported: boolean
true if ‘-numa node,mem’ option is supported by the machine type and false otherwise (since 4.1)

deprecated: boolean
if true, the machine type is deprecated and may be removed in future versions of QEMU according to the QEMU deprecation policy (since 4.1.0)

default-cpu-type: string (optional)
default CPU model typename if none is requested via the -cpu argument. (since 4.2)

Since: 1.2.0

query-machines [Command]

Return a list of supported machines

Returns: a list of MachineInfo

Since: 1.2.0

CurrentMachineParams [Object]

Information describing the running machine parameters.

Members:

wakeup-suspend-support: boolean
true if the machine supports wake up from suspend

Since: 4.0

- query-current-machine** [Command]
 Return information on the current virtual machine.
Returns: CurrentMachineParams
Since: 4.0
- TargetInfo** [Object]
 Information describing the QEMU target.
Members:
 arch: SysEmuTarget
 the target architecture
Since: 1.2.0
- query-target** [Command]
 Return information about the target for this QEMU
Returns: TargetInfo
Since: 1.2.0
- NumaOptionsType** [Enum]
Values:
 node NUMA nodes configuration
 dist NUMA distance configuration (since 2.10)
 cpu property based CPU(s) to node mapping (Since: 2.10)
Since: 2.1
- NumaOptions** [Object]
 A discriminated record of NUMA options. (for OptsVisitor)
Members:
 type: NumaOptionsType
 Not documented
 The members of NumaNodeOptions when type is "node"
 The members of NumaDistOptions when type is "dist"
 The members of NumaCpuOptions when type is "cpu"
Since: 2.1
- NumaNodeOptions** [Object]
 Create a guest NUMA node. (for OptsVisitor)
Members:
 nodeid: int (optional)
 NUMA node ID (increase by 1 from 0 if omitted)
 cpus: array of int (optional)
 VCPUs belonging to this node (assign VCPUS round-robin if omitted)

mem: `int` (optional)
memory size of this node; mutually exclusive with `memdev`. Equally divide total memory among nodes if both `mem` and `memdev` are omitted.

memdev: `string` (optional)
memory backend object. If specified for one node, it must be specified for all nodes.

Since: 2.1

NumaDistOptions [Object]

Set the distance between 2 NUMA nodes.

Members:

src: `int` source NUMA node.

dst: `int` destination NUMA node.

val: `int` NUMA distance from source node to destination node. When a node is unreachable from another node, set the distance between them to 255.

Since: 2.10

X86CPURegister32 [Enum]

A X86 32-bit register

Values:

EAX Not documented

EBX Not documented

ECX Not documented

EDX Not documented

ESP Not documented

EBP Not documented

ESI Not documented

EDI Not documented

Since: 1.5

X86CPUFeatureWordInfo [Object]

Information about a X86 CPU feature word

Members:

cpuid-input-eax: `int`
Input EAX value for CPUID instruction for that feature word

cpuid-input-ecx: `int` (optional)
Input ECX value for CPUID instruction for that feature word

cpuid-register: `X86CPURegister32`
Output register containing the feature bits

features: `int`
value of output register, containing the feature bits

Since: 1.5

DummyForceArrays [Object]

Not used by QMP; hack to let us use X86CPUFeatureWordInfoList internally

Members:

unused: array of X86CPUFeatureWordInfo
Not documented

Since: 2.5

NumaCpuOptions [Object]

Option "-numa cpu" overrides default cpu to node mapping. It accepts the same set of cpu properties as returned by `query-hotpluggable-cpus[].props`, where `node-id` could be used to override default node mapping.

Members:

The members of `CpuInstanceProperties`

Since: 2.10

HostMemPolicy [Enum]

Host memory policy types

Values:

default restore default policy, remove any nondefault policy

preferred
set the preferred host nodes for allocation

bind a strict policy that restricts memory allocation to the host nodes specified

interleave
memory allocations are interleaved across the set of host nodes specified

Since: 2.1

Memdev [Object]

Information about memory backend

Members:

id: `string` (optional)
backend's ID if backend has 'id' property (since 2.9)

size: `int` memory backend size

merge: `boolean`
enables or disables memory merge support

dump: `boolean`
includes memory backend's memory in a core dump or not

prealloc: boolean
enables or disables memory preallocation

host-nodes: array of int
host nodes for its memory policy

policy: HostMemPolicy
memory policy of memory backend

Since: 2.1

query-memdev

[Command]

Returns information for all memory backends.

Returns: a list of Memdev.

Since: 2.1

Example:

```
-> { "execute": "query-memdev" }
<- { "return": [
  {
    "id": "mem1",
    "size": 536870912,
    "merge": false,
    "dump": true,
    "prealloc": false,
    "host-nodes": [0, 1],
    "policy": "bind"
  },
  {
    "size": 536870912,
    "merge": false,
    "dump": true,
    "prealloc": true,
    "host-nodes": [2, 3],
    "policy": "preferred"
  }
]
```

CpuInstanceProperties

[Object]

List of properties to be used for hotplugging a CPU instance, it should be passed by management with device_add command when a CPU is being hotplugged.

Members:

node-id: int (optional)
NUMA node ID the CPU belongs to

socket-id: int (optional)
socket number within node/board the CPU belongs to

die-id: `int` (optional)
 die number within node/board the CPU belongs to (Since 4.1)

core-id: `int` (optional)
 core number within die the CPU belongs to **# thread-id:** thread number
 within core the CPU belongs to

thread-id: `int` (optional)
 Not documented

Note: currently there are 5 properties that could be present but management should be prepared to pass through other properties with `device_add` command to allow for future interface extension. This also requires the file names to be kept in sync with the properties passed to `-device/device_add`.

Since: 2.7

HotpluggableCPU [Object]

Members:

type: `string`
 CPU object type for usage with `device_add` command

props: `CpuInstanceProperties`
 list of properties to be used for hotplugging CPU

vcpus-count: `int`
 number of logical VCPU threads `HotpluggableCPU` provides

qom-path: `string` (optional)
 link to existing CPU object if CPU is present or omitted if CPU is not present.

Since: 2.7

query-hotpluggable-cpus [Command]

TODO: Better documentation; currently there is none.

Returns: a list of `HotpluggableCPU` objects.

Since: 2.7

Example:

For pseries machine type started with `-smp 2,cores=2,maxcpus=4 -cpu POWER8:`

```
-> { "execute": "query-hotpluggable-cpus" }
<- {"return": [
  { "props": { "core": 8 }, "type": "POWER8-spapr-cpu-core",
    "vcpus-count": 1 },
  { "props": { "core": 0 }, "type": "POWER8-spapr-cpu-core",
    "vcpus-count": 1, "qom-path": "/machine/unattached/device[0]"}
]}
```

For pc machine type started with `-smp 1,maxcpus=2:`

```

-> { "execute": "query-hotpluggable-cpus" }
<- {"return": [
  {
    "type": "qemu64-x86_64-cpu", "vcpus-count": 1,
    "props": {"core-id": 0, "socket-id": 1, "thread-id": 0}
  },
  {
    "qom-path": "/machine/unattached/device[0]",
    "type": "qemu64-x86_64-cpu", "vcpus-count": 1,
    "props": {"core-id": 0, "socket-id": 0, "thread-id": 0}
  }
]}

```

For s390x-virtio-ccw machine type started with `-smp 1,maxcpus=2 -cpu qemu` (Since: 2.11):

```

-> { "execute": "query-hotpluggable-cpus" }
<- {"return": [
  {
    "type": "qemu-s390x-cpu", "vcpus-count": 1,
    "props": { "core-id": 1 }
  },
  {
    "qom-path": "/machine/unattached/device[0]",
    "type": "qemu-s390x-cpu", "vcpus-count": 1,
    "props": { "core-id": 0 }
  }
]}

```

set-numa-node [Command]

Runtime equivalent of '-numa' CLI option, available at preconfigure stage to configure numa mapping before initializing machine.

Since 3.0

Arguments: the members of NumaOptions

CpuModelInfo [Object]

Virtual CPU model.

A CPU model consists of the name of a CPU definition, to which delta changes are applied (e.g. features added/removed). Most magic values that an architecture might require should be hidden behind the name. However, if required, architectures can expose relevant properties.

Members:

name: string

the name of the CPU definition the model is based on

props: value (optional)

a dictionary of QOM properties to be applied

Since: 2.8.0

CpuModelExpansionType [Enum]

An enumeration of CPU model expansion types.

Values:

- static** Expand to a static CPU model, a combination of a static base model name and property delta changes. As the static base model will never change, the expanded CPU model will be the same, independent of QEMU version, machine type, machine options, and accelerator options. Therefore, the resulting model can be used by tooling without having to specify a compatibility machine - e.g. when displaying the "host" model. The **static** CPU models are migration-safe.
- full** Expand all properties. The produced model is not guaranteed to be migration-safe, but allows tooling to get an insight and work with model details.

Note: When a non-migration-safe CPU model is expanded in static mode, some features enabled by the CPU model may be omitted, because they can't be implemented by a static CPU model definition (e.g. cache info passthrough and PMU passthrough in x86). If you need an accurate representation of the features enabled by a non-migration-safe CPU model, use **full**. If you need a static representation that will keep ABI compatibility even when changing QEMU version or machine-type, use **static** (but keep in mind that some features may be omitted).

Since: 2.8.0

CpuModelCompareResult [Enum]

An enumeration of CPU model comparison results. The result is usually calculated using e.g. CPU features or CPU generations.

Values:

- incompatible** If model A is incompatible to model B, model A is not guaranteed to run where model B runs and the other way around.
- identical** If model A is identical to model B, model A is guaranteed to run where model B runs and the other way around.
- superset** If model A is a superset of model B, model B is guaranteed to run where model A runs. There are no guarantees about the other way.
- subset** If model A is a subset of model B, model A is guaranteed to run where model B runs. There are no guarantees about the other way.

Since: 2.8.0

CpuModelBaselineInfo [Object]

The result of a CPU model baseline.

Members:

- model:** **CpuModelInfo**
the baselined **CpuModelInfo**.

Since: 2.8.0

If: defined(TARGET_S390X)

CpuModelCompareInfo [Object]

The result of a CPU model comparison.

Members:

result: CpuModelCompareResult

The result of the compare operation.

responsible-properties: array of string

List of properties that led to the comparison result not being identical.

responsible-properties is a list of QOM property names that led to both CPUs not being detected as identical. For identical models, this list is empty. If a QOM property is read-only, that means there's no known way to make the CPU models identical. If the special property name "type" is included, the models are by definition not identical and cannot be made identical.

Since: 2.8.0

If: defined(TARGET_S390X)

query-cpu-model-comparison [Command]

Compares two CPU models, returning how they compare in a specific configuration. The results indicates how both models compare regarding runnability. This result can be used by tooling to make decisions if a certain CPU model will run in a certain configuration or if a compatible CPU model has to be created by baselining.

Usually, a CPU model is compared against the maximum possible CPU model of a certain configuration (e.g. the "host" model for KVM). If that CPU model is identical or a subset, it will run in that configuration.

The result returned by this command may be affected by:

- **QEMU version:** CPU models may look different depending on the QEMU version. (Except for CPU models reported as "static" in query-cpu-definitions.)
- **machine-type:** CPU model may look different depending on the machine-type. (Except for CPU models reported as "static" in query-cpu-definitions.)
- **machine options (including accelerator):** in some architectures, CPU models may look different depending on machine and accelerator options. (Except for CPU models reported as "static" in query-cpu-definitions.)
- **"-cpu" arguments and global properties:** arguments to the -cpu option and global properties may affect expansion of CPU models. Using query-cpu-model-expansion while using these is not advised.

Some architectures may not support comparing CPU models. s390x supports comparing CPU models.

Arguments:

modela: CpuModelInfo

Not documented

modelb: `CpuModelInfo`
Not documented

Returns: a `CpuModelBaselineInfo`. Returns an error if comparing CPU models is not supported, if a model cannot be used, if a model contains an unknown cpu definition name, unknown properties or properties with wrong types.

Note: this command isn't specific to s390x, but is only implemented on this architecture currently.

Since: 2.8.0

If: `defined(TARGET_S390X)`

query-cpu-model-baseline [Command]

Baseline two CPU models, creating a compatible third model. The created model will always be a static, migration-safe CPU model (see "static" CPU model expansion for details).

This interface can be used by tooling to create a compatible CPU model out two CPU models. The created CPU model will be identical to or a subset of both CPU models when comparing them. Therefore, the created CPU model is guaranteed to run where the given CPU models run.

The result returned by this command may be affected by:

- QEMU version: CPU models may look different depending on the QEMU version. (Except for CPU models reported as "static" in query-cpu-definitions.)
- machine-type: CPU model may look different depending on the machine-type. (Except for CPU models reported as "static" in query-cpu-definitions.)
- machine options (including accelerator): in some architectures, CPU models may look different depending on machine and accelerator options. (Except for CPU models reported as "static" in query-cpu-definitions.)
- "-cpu" arguments and global properties: arguments to the -cpu option and global properties may affect expansion of CPU models. Using query-cpu-model-expansion while using these is not advised.

Some architectures may not support baselining CPU models. s390x supports baselining CPU models.

Arguments:

modela: `CpuModelInfo`
Not documented

modelb: `CpuModelInfo`
Not documented

Returns: a `CpuModelBaselineInfo`. Returns an error if baselining CPU models is not supported, if a model cannot be used, if a model contains an unknown cpu definition name, unknown properties or properties with wrong types.

Note: this command isn't specific to s390x, but is only implemented on this architecture currently.

Since: 2.8.0

If: `defined(TARGET_S390X)`

CpuModelExpansionInfo [Object]

The result of a cpu model expansion.

Members:

model: CpuModelInfo
the expanded CpuModelInfo.

Since: 2.8.0

If: defined(TARGET_S390X) || defined(TARGET_I386) || defined(TARGET_ARM)

query-cpu-model-expansion [Command]

Expands a given CPU model (or a combination of CPU model + additional options) to different granularities, allowing tooling to get an understanding what a specific CPU model looks like in QEMU under a certain configuration.

This interface can be used to query the "host" CPU model.

The data returned by this command may be affected by:

- QEMU version: CPU models may look different depending on the QEMU version. (Except for CPU models reported as "static" in query-cpu-definitions.)
- machine-type: CPU model may look different depending on the machine-type. (Except for CPU models reported as "static" in query-cpu-definitions.)
- machine options (including accelerator): in some architectures, CPU models may look different depending on machine and accelerator options. (Except for CPU models reported as "static" in query-cpu-definitions.)
- "-cpu" arguments and global properties: arguments to the -cpu option and global properties may affect expansion of CPU models. Using query-cpu-model-expansion while using these is not advised.

Some architectures may not support all expansion types. s390x supports "full" and "static". Arm only supports "full".

Arguments:

type: CpuModelExpansionType
Not documented

model: CpuModelInfo
Not documented

Returns: a CpuModelExpansionInfo. Returns an error if expanding CPU models is not supported, if the model cannot be expanded, if the model contains an unknown CPU definition name, unknown properties or properties with a wrong type. Also returns an error if an expansion type is not supported.

Since: 2.8.0

If: defined(TARGET_S390X) || defined(TARGET_I386) || defined(TARGET_ARM)

CpuDefinitionInfo [Object]

Virtual CPU definition.

Members:

name: string
the name of the CPU definition

- migration-safe:** `boolean` (optional)
 whether a CPU definition can be safely used for migration in combination with a QEMU compatibility machine when migrating between different QEMU versions and between hosts with different sets of (hardware or software) capabilities. If not provided, information is not available and callers should not assume the CPU definition to be migration-safe. (since 2.8)
- static:** `boolean`
 whether a CPU definition is static and will not change depending on QEMU version, machine type, machine options and accelerator options. A static model is always migration-safe. (since 2.8)
- unavailable-features:** `array of string` (optional)
 List of properties that prevent the CPU model from running in the current host. (since 2.8)
- typename:** `string`
 Type name that can be used as argument to `device-list-properties`, to introspect properties configurable using `-cpu` or `-global`. (since 2.9)
- alias-of:** `string` (optional)
 Name of CPU model this model is an alias for. The target of the CPU model alias may change depending on the machine type. Management software is supposed to translate CPU model aliases in the VM configuration, because aliases may stop being migration-safe in the future (since 4.1)

unavailable-features is a list of QOM property names that represent CPU model attributes that prevent the CPU from running. If the QOM property is read-only, that means there's no known way to make the CPU model run in the current host. Implementations that choose not to provide specific information return the property name "type". If the property is read-write, it means that it MAY be possible to run the CPU model in the current host if that property is changed. Management software can use it as hints to suggest or choose an alternative for the user, or just to generate meaningful error messages explaining why the CPU model can't be used. If **unavailable-features** is an empty list, the CPU model is runnable using the current host and machine-type. If **unavailable-features** is not present, runnability information for the CPU is not available.

Since: 1.2.0

If: `defined(TARGET_PPC) || defined(TARGET_ARM) || defined(TARGET_I386) || defined(TARGET_S390X) || defined(TARGET_MIPS)`

query-cpu-definitions [Command]

Return a list of supported virtual CPU definitions

Returns: a list of `CpuDefInfo`

Since: 1.2.0

If: `defined(TARGET_PPC) || defined(TARGET_ARM) || defined(TARGET_I386) || defined(TARGET_S390X) || defined(TARGET_MIPS)`

1.24 Miscellanea

`qmp_capabilities` [Command]

Enable QMP capabilities.

Arguments:

Arguments:

`enable`: array of `QMPCapability` (optional)

An optional list of `QMPCapability` values to enable. The client must not enable any capability that is not mentioned in the QMP greeting message. If the field is not provided, it means no QMP capabilities will be enabled. (since 2.12)

Example:

```
-> { "execute": "qmp_capabilities",
      "arguments": { "enable": [ "oob" ] } }
<- { "return": {} }
```

Notes: This command is valid exactly when first connecting: it must be issued before any other command will be accepted, and will fail once the monitor is accepting other commands. (see `qemu docs/interop/qmp-spec.txt`)

The QMP client needs to explicitly enable QMP capabilities, otherwise all the QMP capabilities will be turned off by default.

Since: 0.13

`QMPCapability` [Enum]

Enumeration of capabilities to be advertised during initial client connection, used for agreeing on particular QMP extension behaviors.

Values:

`oob` QMP ability to support out-of-band requests. (Please refer to `qmp-spec.txt` for more information on OOB)

Since: 2.12

`VersionTriple` [Object]

A three-part version number.

Members:

`major`: int
The major version number.

`minor`: int
The minor version number.

`micro`: int
The micro version number.

Since: 2.4

VersionInfo [Object]

A description of QEMU's version.

Members:

qemu: `VersionTriple`

The version of QEMU. By current convention, a micro version of 50 signifies a development branch. A micro version greater than or equal to 90 signifies a release candidate for the next minor version. A micro version of less than 50 signifies a stable release.

package: `string`

QEMU will always set this field to an empty string. Downstream versions of QEMU should set this to a non-empty string. The exact format depends on the downstream however it highly recommended that a unique name is used.

Since: 0.14.0

query-version [Command]

Returns the current version of QEMU.

Returns: A `VersionInfo` object describing the current version of QEMU.

Since: 0.14.0

Example:

```
-> { "execute": "query-version" }
<- {
  "return":{
    "qemu":{
      "major":0,
      "minor":11,
      "micro":5
    },
    "package":""
  }
}
```

CommandInfo [Object]

Information about a QMP command

Members:

name: `string`

The command name

Since: 0.14.0

query-commands [Command]

Return a list of supported QMP commands by this server

Returns: A list of `CommandInfo` for all supported commands

Since: 0.14.0

Example:

```
-> { "execute": "query-commands" }
<- {
  "return": [
    {
      "name": "query-balloon"
    },
    {
      "name": "system_powerdown"
    }
  ]
}
```

Note: This example has been shortened as the real response is too long.

LostTickPolicy [Enum]

Policy for handling lost ticks in timer devices.

Values:

discard throw away the missed tick(s) and continue with future injection normally. Guest time may be delayed, unless the OS has explicit handling of lost ticks

delay continue to deliver ticks at the normal rate. Guest time will be delayed due to the late tick

slew deliver ticks at a higher rate to catch up with the missed tick. The guest time should not be delayed once catchup is complete.

Since: 2.0

add_client [Command]

Allow client connections for VNC, Spice and socket based character devices to be passed in to QEMU via SCM-RIGHTS.

Arguments:

protocol: **string**
protocol name. Valid names are "vnc", "spice" or the name of a character device (eg. from -chardev id=XXXX)

fdname: **string**
file descriptor name previously passed via 'getfd' command

skipauth: **boolean** (optional)
whether to skip authentication. Only applies to "vnc" and "spice" protocols

tls: **boolean** (optional)
whether to perform TLS. Only applies to the "spice" protocol

Returns: nothing on success.

Since: 0.14.0

Example:

```
-> { "execute": "add_client", "arguments": { "protocol": "vnc",
                                           "fdname": "myclient" } }

<- { "return": {} }
```

NameInfo [Object]

Guest name information.

Members:

name: string (optional)
The name of the guest

Since: 0.14.0

query-name [Command]

Return the name information of a guest.

Returns: NameInfo of the guest

Since: 0.14.0

Example:

```
-> { "execute": "query-name" }

<- { "return": { "name": "qemu-name" } }
```

KvmInfo [Object]

Information about support for KVM acceleration

Members:

enabled: boolean
true if KVM acceleration is active

present: boolean
true if KVM acceleration is built into this executable

Since: 0.14.0

query-kvm [Command]

Returns information about KVM acceleration

Returns: KvmInfo

Since: 0.14.0

Example:

```
-> { "execute": "query-kvm" }

<- { "return": { "enabled": true, "present": true } }
```

UuidInfo [Object]

Guest UUID information (Universally Unique Identifier).

Members:

UUID: string
the UUID of the guest

Since: 0.14.0

Notes: If no UUID was specified for the guest, a null UUID is returned.

`query-uuid` [Command]

Query the guest UUID information.

Returns: The `UuidInfo` for the guest

Since: 0.14.0

Example:

```
-> { "execute": "query-uuid" }
<- { "return": { "UUID": "550e8400-e29b-41d4-a716-446655440000" } }
```

`EventInfo` [Object]

Information about a QMP event

Members:

`name: string`
The event name

Since: 1.2.0

`query-events` [Command]

Return information on QMP events.

Returns: A list of `EventInfo`.

Since: 1.2.0

Note: This command is deprecated, because its output doesn't reflect compile-time configuration. Use `query-qmp-schema` instead.

Example:

```
-> { "execute": "query-events" }
<- {
  "return": [
    {
      "name": "SHUTDOWN"
    },
    {
      "name": "RESET"
    }
  ]
}
```

Note: This example has been shortened as the real response is too long.

`IOThreadInfo` [Object]

Information about an iothread

Members:

`id: string`
the identifier of the iothread

`thread-id: int`
ID of the underlying host thread

poll-max-ns: int
 maximum polling time in ns, 0 means polling is disabled (since 2.9)

poll-grow: int
 how many ns will be added to polling time, 0 means that it's not configured (since 2.9)

poll-shrink: int
 how many ns will be removed from polling time, 0 means that it's not configured (since 2.9)

Since: 2.0

query-iothreads [Command]

Returns a list of information about each iotthread.

Note: this list excludes the QEMU main loop thread, which is not declared using the `-object iotthread` command-line option. It is always the main thread of the process.

Returns: a list of `IOThreadInfo` for each iotthread

Since: 2.0

Example:

```
-> { "execute": "query-iothreads" }
<- { "return": [
  {
    "id":"iotthread0",
    "thread-id":3134
  },
  {
    "id":"iotthread1",
    "thread-id":3135
  }
]
}
```

BalloonInfo [Object]

Information about the guest balloon device.

Members:

actual: int
 the number of bytes the balloon currently contains

Since: 0.14.0

query-balloon [Command]

Return information about the balloon device.

Returns: `BalloonInfo` on success

If the balloon driver is enabled but not functional because the KVM kernel module cannot support it, `KvmMissingCap`

If no balloon device is present, `DeviceNotActive`

Since: 0.14.0

Example:

```
-> { "execute": "query-balloon" }
<- { "return": {
      "actual": 1073741824,
    }
  }
```

BALLOON_CHANGE [Event]

Emitted when the guest changes the actual BALLOON level. This value is equivalent to the `actual` field return by the 'query-balloon' command

Arguments:

`actual: int`
actual level of the guest memory balloon in bytes

Note: this event is rate-limited.

Since: 1.2

Example:

```
<- { "event": "BALLOON_CHANGE",
      "data": { "actual": 944766976 },
      "timestamp": { "seconds": 1267020223, "microseconds": 435656 } }
```

PciMemoryRange [Object]

A PCI device memory region

Members:

`base: int` the starting address (guest physical)

`limit: int`
the ending address (guest physical)

Since: 0.14.0

PciMemoryRegion [Object]

Information about a PCI device I/O region.

Members:

`bar: int` the index of the Base Address Register for this region

`type: string`
'io' if the region is a PIO region 'memory' if the region is a MMIO region

`size: int` memory size

`prefetch: boolean` (optional)
if `type` is 'memory', true if the memory is prefetchable

`mem_type_64: boolean` (optional)
if `type` is 'memory', true if the BAR is 64-bit

`address: int`
Not documented

Since: 0.14.0

PciBusInfo [Object]

Information about a bus of a PCI Bridge device

Members:

number: int

primary bus interface number. This should be the number of the bus the device resides on.

secondary: int

secondary bus interface number. This is the number of the main bus for the bridge

subordinate: int

This is the highest number bus that resides below the bridge.

io_range: PciMemoryRange

The PIO range for all devices on this bridge

memory_range: PciMemoryRange

The MMIO range for all devices on this bridge

prefetchable_range: PciMemoryRange

The range of prefetchable MMIO for all devices on this bridge

Since: 2.4

PciBridgeInfo [Object]

Information about a PCI Bridge device

Members:

bus: PciBusInfo

information about the bus the device resides on

devices: array of PciDeviceInfo (optional)

a list of PciDeviceInfo for each device on this bridge

Since: 0.14.0

PciDeviceClass [Object]

Information about the Class of a PCI device

Members:

desc: string (optional)

a string description of the device's class

class: int

the class code of the device

Since: 2.4

PciDeviceId [Object]

Information about the Id of a PCI device

Members:

device: int

the PCI device id

vendor: `int`
 the PCI vendor id

subsystem: `int` (optional)
 the PCI subsystem id (since 3.1)

subsystem-vendor: `int` (optional)
 the PCI subsystem vendor id (since 3.1)

Since: 2.4

PciDeviceInfo [Object]

Information about a PCI device

Members:

bus: `int` the bus number of the device

slot: `int` the slot the device is located in

function: `int`
 the function of the slot used by the device

class_info: `PciDeviceClass`
 the class of the device

id: `PciDeviceId`
 the PCI device id

irq: `int` (optional)
 if an IRQ is assigned to the device, the IRQ number

qdev_id: `string`
 the device name of the PCI device

pci_bridge: `PciBridgeInfo` (optional)
 if the device is a PCI bridge, the bridge information

regions: `array of PciMemoryRegion`
 a list of the PCI I/O regions associated with the device

Notes: the contents of `class_info.desc` are not stable and should only be treated as informational.

Since: 0.14.0

PciInfo [Object]

Information about a PCI bus

Members:

bus: `int` the bus index

devices: `array of PciDeviceInfo`
 a list of devices on this bus

Since: 0.14.0

query-pci

[Command]

Return information about the PCI bus topology of the guest.

Returns: a list of `PciInfo` for each PCI bus. Each bus is represented by a json-object, which has a key with a json-array of all PCI devices attached to it. Each device is represented by a json-object.

Since: 0.14.0

Example:

```
-> { "execute": "query-pci" }
<- { "return": [
    {
      "bus": 0,
      "devices": [
        {
          "bus": 0,
          "qdev_id": "",
          "slot": 0,
          "class_info": {
            "class": 1536,
            "desc": "Host bridge"
          },
          "id": {
            "device": 32902,
            "vendor": 4663
          },
          "function": 0,
          "regions": [
          ]
        },
        {
          "bus": 0,
          "qdev_id": "",
          "slot": 1,
          "class_info": {
            "class": 1537,
            "desc": "ISA bridge"
          },
          "id": {
            "device": 32902,
            "vendor": 28672
          },
          "function": 0,
          "regions": [
          ]
        },
        {
          "bus": 0,
```

```
"qdev_id": "",
"slot": 1,
"class_info": {
  "class": 257,
  "desc": "IDE controller"
},
"id": {
  "device": 32902,
  "vendor": 28688
},
"function": 1,
"regions": [
  {
    "bar": 4,
    "size": 16,
    "address": 49152,
    "type": "io"
  }
]
},
{
  "bus": 0,
  "qdev_id": "",
  "slot": 2,
  "class_info": {
    "class": 768,
    "desc": "VGA controller"
  },
  "id": {
    "device": 4115,
    "vendor": 184
  },
  "function": 0,
  "regions": [
    {
      "prefetch": true,
      "mem_type_64": false,
      "bar": 0,
      "size": 33554432,
      "address": 4026531840,
      "type": "memory"
    },
    {
      "prefetch": false,
      "mem_type_64": false,
      "bar": 1,
      "size": 4096,

```


Example:

```
-> { "execute": "quit" }
<- { "return": {} }
```

stop [Command]

Stop all guest VCPU execution.

Since: 0.14.0

Notes: This function will succeed even if the guest is already in the stopped state. In "immigrate" state, it will ensure that the guest remains paused once migration finishes, as if the -S option was passed on the command line.

Example:

```
-> { "execute": "stop" }
<- { "return": {} }
```

system_reset [Command]

Performs a hard reset of a guest.

Since: 0.14.0

Example:

```
-> { "execute": "system_reset" }
<- { "return": {} }
```

system_powerdown [Command]

Requests that a guest perform a powerdown operation.

Since: 0.14.0

Notes: A guest may or may not respond to this command. This command returning does not indicate that a guest has accepted the request or that it has shut down. Many guests will respond to this command by prompting the user in some way.

Example:

```
-> { "execute": "system_powerdown" }
<- { "return": {} }
```

memsave [Command]

Save a portion of guest memory to a file.

Arguments:

val: int the virtual address of the guest to start from

size: int the size of memory region to save

filename: string
the file to save the memory to as binary data

cpu-index: int (optional)
the index of the virtual CPU to use for translating the virtual address (defaults to CPU 0)

Returns: Nothing on success

Since: 0.14.0

Notes: Errors were not reliably returned until 1.1

Example:

```
-> { "execute": "memsave",
      "arguments": { "val": 10,
                    "size": 100,
                    "filename": "/tmp/virtual-mem-dump" } }
<- { "return": {} }
```

pmemsave [Command]

Save a portion of guest physical memory to a file.

Arguments:

val: int the physical address of the guest to start from

size: int the size of memory region to save

filename: string
the file to save the memory to as binary data

Returns: Nothing on success

Since: 0.14.0

Notes: Errors were not reliably returned until 1.1

Example:

```
-> { "execute": "pmemsave",
      "arguments": { "val": 10,
                    "size": 100,
                    "filename": "/tmp/physical-mem-dump" } }
<- { "return": {} }
```

cont [Command]

Resume guest VCPU execution.

Since: 0.14.0

Returns: If successful, nothing

Notes: This command will succeed if the guest is currently running. It will also succeed if the guest is in the "inmigrate" state; in this case, the effect of the command is to make sure the guest starts once migration finishes, removing the effect of the -S command line option if it was passed.

Example:

```
-> { "execute": "cont" }
<- { "return": {} }
```

x-exit-preconfig [Command]

Exit from "preconfig" state

This command makes QEMU exit the preconfig state and proceed with VM initialization using configuration data provided on the command line and via the QMP monitor

during the preconfig state. The command is only available during the preconfig state (i.e. when the `-preconfig` command line option was in use).

Since 3.0

Returns: nothing

Example:

```
-> { "execute": "x-exit-preconfig" }
<- { "return": {} }
```

`system_wakeup` [Command]

Wake up guest from suspend. If the guest has wake-up from suspend support enabled (wakeup-suspend-support flag from query-current-machine), wake-up guest from suspend if the guest is in SUSPENDED state. Return an error otherwise.

Since: 1.1

Returns: nothing.

Note: prior to 4.0, this command does nothing in case the guest isn't suspended.

Example:

```
-> { "execute": "system_wakeup" }
<- { "return": {} }
```

`inject-nmi` [Command]

Injects a Non-Maskable Interrupt into the default CPU (x86/s390) or all CPUs (ppc64). The command fails when the guest doesn't support injecting.

Returns: If successful, nothing

Since: 0.14.0

Note: prior to 2.1, this command was only supported for x86 and s390 VMs

Example:

```
-> { "execute": "inject-nmi" }
<- { "return": {} }
```

`balloon` [Command]

Request the balloon driver to change its balloon size.

Arguments:

value: int

the target size of the balloon in bytes

Returns: Nothing on success If the balloon driver is enabled but not functional because the KVM kernel module cannot support it, KvmMissingCap If no balloon device is present, DeviceNotActive

Notes: This command just issues a request to the guest. When it returns, the balloon size may not have changed. A guest can change the balloon size independent of this command.

Since: 0.14.0

Example:

```
-> { "execute": "balloon", "arguments": { "value": 536870912 } }
<- { "return": {} }
```

human-monitor-command [Command]

Execute a command on the human monitor and return the output.

Arguments:

command-line: string

the command to execute in the human monitor

cpu-index: int (optional)

The CPU to use for commands that require an implicit CPU

Features:

savevm-monitor-nodes

If present, HMP command savevm only snapshots monitor-owned nodes if they have no parents. This allows the use of 'savevm' with -blockdev. (since 4.2)

Returns: the output of the command as a string

Since: 0.14.0

Notes: This command only exists as a stop-gap. Its use is highly discouraged. The semantics of this command are not guaranteed: this means that command names, arguments and responses can change or be removed at ANY time. Applications that rely on long term stability guarantees should NOT use this command.

Known limitations:

- This command is stateless, this means that commands that depend on state information (such as getfd) might not work
- Commands that prompt the user for data don't currently work

Example:

```
-> { "execute": "human-monitor-command",
      "arguments": { "command-line": "info kvm" } }
<- { "return": "kvm support: enabled\r\n" }
```

change [Command]

This command is multiple commands multiplexed together.

Arguments:

device: string

This is normally the name of a block device but it may also be 'vnc'. when it's 'vnc', then sub command depends on **target**

target: string

If **device** is a block device, then this is the new filename. If **device** is 'vnc', then if the value 'password' selects the vnc change password command. Otherwise, this specifies a new server URI address to listen to for VNC connections.

arg: string (optional)

If **device** is a block device, then this is an optional format to open the device with. If **device** is 'vnc' and **target** is 'password', this is the new VNC password to set. See change-vnc-password for additional notes.

Returns: Nothing on success. If `device` is not a valid block device, `DeviceNotFound`

Notes: This interface is deprecated, and it is strongly recommended that you avoid using it. For changing block devices, use `blockdev-change-medium`; for changing VNC parameters, use `change-vnc-password`.

Since: 0.14.0

Example:

1. Change a removable medium

```
-> { "execute": "change",
      "arguments": { "device": "ide1-cd0",
                    "target": "/srv/images/Fedora-12-x86_64-DVD.iso" } }
<- { "return": {} }
```

2. Change VNC password

```
-> { "execute": "change",
      "arguments": { "device": "vnc", "target": "password",
                    "arg": "foobar1" } }
<- { "return": {} }
```

`xen-set-global-dirty-log` [Command]

Enable or disable the global dirty log mode.

Arguments:

`enable`: `boolean`
true to enable, false to disable.

Returns: nothing

Since: 1.3

Example:

```
-> { "execute": "xen-set-global-dirty-log",
      "arguments": { "enable": true } }
<- { "return": {} }
```

`getfd` [Command]

Receive a file descriptor via SCM rights and assign it a name

Arguments:

`fdname`: `string`
file descriptor name

Returns: Nothing on success

Since: 0.14.0

Notes: If `fdname` already exists, the file descriptor assigned to it will be closed and replaced by the received file descriptor.

The `'closefd'` command can be used to explicitly close the file descriptor when it is no longer needed.

Example:

```
-> { "execute": "getfd", "arguments": { "fdname": "fd1" } }
<- { "return": {} }
```

`closefd` [Command]

Close a file descriptor previously passed via SCM rights

Arguments:

`fdname: string`
file descriptor name

Returns: Nothing on success

Since: 0.14.0

Example:

```
-> { "execute": "closefd", "arguments": { "fdname": "fd1" } }
<- { "return": {} }
```

`MemoryInfo` [Object]

Actual memory information in bytes.

Members:

`base-memory: int`
size of "base" memory specified with command line option -m.

`plugged-memory: int` (optional)
size of memory that can be hot-unplugged. This field is omitted if target doesn't support memory hotplug (i.e. CONFIG_MEM_DEVICE not defined at build time).

Since: 2.11.0

`query-memory-size-summary` [Command]

Return the amount of initially allocated and present hotpluggable (if enabled) memory in bytes.

Example:

```
-> { "execute": "query-memory-size-summary" }
<- { "return": { "base-memory": 4294967296, "plugged-memory": 0 } }
```

Since: 2.11.0

`AddfdInfo` [Object]

Information about a file descriptor that was added to an fd set.

Members:

`fdset-id: int`
The ID of the fd set that `fd` was added to.

`fd: int` The file descriptor that was received via SCM rights and added to the fd set.

Since: 1.2.0

add-fd [Command]

Add a file descriptor, that was passed via SCM rights, to an fd set.

Arguments:

fdset-id: `int` (optional)

The ID of the fd set to add the file descriptor to.

opaque: `string` (optional)

A free-form string that can be used to describe the fd.

Returns: `AddfdInfo` on success

If file descriptor was not received, `FdNotSupplied`

If `fdset-id` is a negative value, `InvalidParameterValue`

Notes: The list of fd sets is shared by all monitor connections.

If `fdset-id` is not specified, a new fd set will be created.

Since: 1.2.0

Example:

```
-> { "execute": "add-fd", "arguments": { "fdset-id": 1 } }
<- { "return": { "fdset-id": 1, "fd": 3 } }
```

remove-fd [Command]

Remove a file descriptor from an fd set.

Arguments:

fdset-id: `int`

The ID of the fd set that the file descriptor belongs to.

fd: `int` (optional)

The file descriptor that is to be removed.

Returns: Nothing on success If `fdset-id` or `fd` is not found, `FdNotFound`

Since: 1.2.0

Notes: The list of fd sets is shared by all monitor connections.

If `fd` is not specified, all file descriptors in `fdset-id` will be removed.

Example:

```
-> { "execute": "remove-fd", "arguments": { "fdset-id": 1, "fd": 3 } }
<- { "return": {} }
```

FdsetFdInfo [Object]

Information about a file descriptor that belongs to an fd set.

Members:

fd: `int` The file descriptor value.

opaque: `string` (optional)

A free-form string that can be used to describe the fd.

Since: 1.2.0

FdsetInfo [Object]

Information about an fd set.

Members:

fdset-id: int
The ID of the fd set.

fds: array of FdsetFdInfo
A list of file descriptors that belong to this fd set.

Since: 1.2.0

query-fdsets [Command]

Return information describing all fd sets.

Returns: A list of FdsetInfo

Since: 1.2.0

Note: The list of fd sets is shared by all monitor connections.

Example:

```
-> { "execute": "query-fdsets" }
<- { "return": [
  {
    "fds": [
      {
        "fd": 30,
        "opaque": "rdonly:/path/to/file"
      },
      {
        "fd": 24,
        "opaque": "rdwr:/path/to/file"
      }
    ],
    "fdset-id": 1
  },
  {
    "fds": [
      {
        "fd": 28
      },
      {
        "fd": 29
      }
    ],
    "fdset-id": 0
  }
]
}
```

AcpiTableOptions [Object]

Specify an ACPI table on the command line to load.

At most one of **file** and **data** can be specified. The list of files specified by any one of them is loaded and concatenated in order. If both are omitted, **data** is implied.

Other fields / optargs can be used to override fields of the generic ACPI table header; refer to the ACPI specification 5.0, section 5.2.6 System Description Table Header. If a header field is not overridden, then the corresponding value from the concatenated blob is used (in case of **file**), or it is filled in with a hard-coded value (in case of **data**).

String fields are copied into the matching ACPI member from lowest address upwards, and silently truncated / NUL-padded to length.

Members:

sig: **string** (optional)

table signature / identifier (4 bytes)

rev: **int** (optional)

table revision number (dependent on signature, 1 byte)

oem_id: **string** (optional)

OEM identifier (6 bytes)

oem_table_id: **string** (optional)

OEM table identifier (8 bytes)

oem_rev: **int** (optional)

OEM-supplied revision number (4 bytes)

asl_compiler_id: **string** (optional)

identifier of the utility that created the table (4 bytes)

asl_compiler_rev: **int** (optional)

revision number of the utility that created the table (4 bytes)

file: **string** (optional)

colon (:) separated list of pathnames to load and concatenate as table data. The resultant binary blob is expected to have an ACPI table header. At least one file is required. This field excludes **data**.

data: **string** (optional)

colon (:) separated list of pathnames to load and concatenate as table data. The resultant binary blob must not have an ACPI table header. At least one file is required. This field excludes **file**.

Since: 1.5

CommandLineParameterType [Enum]

Possible types for an option parameter.

Values:

string accepts a character string

boolean accepts "on" or "off"

number accepts a number

size accepts a number followed by an optional suffix (K)ilo, (M)ega, (G)iga, (T)era

Since: 1.5

CommandLineParameterInfo [Object]

Details about a single parameter of a command line option.

Members:

name: string
parameter name

type: CommandLineParameterType
parameter CommandLineParameterType

help: string (optional)
human readable text string, not suitable for parsing.

default: string (optional)
default value string (since 2.1)

Since: 1.5

CommandLineOptionInfo [Object]

Details about a command line option, including its list of parameter details

Members:

option: string
option name

parameters: array of CommandLineParameterInfo
an array of CommandLineParameterInfo

Since: 1.5

query-command-line-options [Command]

Query command line option schema.

Arguments:

option: string (optional)
option name

Returns: list of CommandLineOptionInfo for all options (or for the given option). Returns an error if the given option doesn't exist.

Since: 1.5

Example:

```
-> { "execute": "query-command-line-options",
      "arguments": { "option": "option-rom" } }
<- { "return": [
      {
        "parameters": [
```

```

        {
            "name": "romfile",
            "type": "string"
        },
        {
            "name": "bootindex",
            "type": "number"
        }
    ],
    "option": "option-rom"
}
]
}

```

PCDIMMDeviceInfo [Object]

PCDIMMDevice state information

Members:

id: `string` (optional)
device's ID

addr: `int` physical address, where device is mapped

size: `int` size of memory that the device provides

slot: `int` slot number at which device is plugged in

node: `int` NUMA node number where device is plugged in

memdev: `string`
memory backend linked with device

hotplugged: `boolean`
true if device was hotplugged

hotpluggable: `boolean`
true if device if could be added/removed while machine is running

Since: 2.1

VirtioPMEMDeviceInfo [Object]

VirtioPMEM state information

Members:

id: `string` (optional)
device's ID

memaddr: `int`
physical address in memory, where device is mapped

size: `int` size of memory that the device provides

memdev: `string`
memory backend linked with device

Since: 4.1

MemoryDeviceInfo [Object]

Union containing information about a memory device

nvdimm is included since 2.12. virtio-pmem is included since 4.1.

Members:

type One of "dimm", "nvdimm", "virtio-pmem"

data: PCDIMMDeviceInfo when type is "dimm"

data: PCDIMMDeviceInfo when type is "nvdimm"

data: VirtioPMEMDeviceInfo when type is "virtio-pmem"

Since: 2.1

query-memory-devices [Command]

Lists available memory devices and their state

Since: 2.1

Example:

```
-> { "execute": "query-memory-devices" }
<- { "return": [ { "data":
                    { "addr": 5368709120,
                      "hotpluggable": true,
                      "hotplugged": true,
                      "id": "d1",
                      "memdev": "/objects/memX",
                      "node": 0,
                      "size": 1073741824,
                      "slot": 0},
                    "type": "dimm"
                  } ] }
```

MEM_UNPLUG_ERROR [Event]

Emitted when memory hot unplug error occurs.

Arguments:

device: string
device name

msg: string
Informative message

Since: 2.4

Example:

```
<- { "event": "MEM_UNPLUG_ERROR"
      "data": { "device": "dimm1",
                "msg": "acpi: device unplug for unsupported device"
              },
      "timestamp": { "seconds": 1265044230, "microseconds": 450486 } }
```

ACPISlotType [Enum]

Values:

DIMM memory slot
 CPU logical CPU slot (since 2.7)

ACPIOSTInfo [Object]

OSPM Status Indication for a device For description of possible values of `source` and `status` fields see "`_OST (OSPM Status Indication)`" chapter of ACPI5.0 spec.

Members:

`device: string` (optional)
 device ID associated with slot

`slot: string`
 slot ID, unique per slot of a given `slot-type`

`slot-type: ACPISlotType`
 type of the slot

`source: int`
 an integer containing the source event

`status: int`
 an integer containing the status code

Since: 2.1

query-acpi-ospm-status [Command]

Return a list of ACPIOSTInfo for devices that support status reporting via ACPI `_OST` method.

Since: 2.1

Example:

```
-> { "execute": "query-acpi-ospm-status" }
<- { "return": [ { "device": "d1", "slot": "0", "slot-type": "DIMM", "source": 1, "sta
                { "slot": "1", "slot-type": "DIMM", "source": 0, "status": 0},
                { "slot": "2", "slot-type": "DIMM", "source": 0, "status": 0},
                { "slot": "3", "slot-type": "DIMM", "source": 0, "status": 0}
      ]}
}}
```

ACPI_DEVICE_OST [Event]

Emitted when guest executes ACPI `_OST` method.

Arguments:

`info: ACPIOSTInfo`
 OSPM Status Indication

Since: 2.1

Example:

```
<- { "event": "ACPI_DEVICE_OST",
      "data": { "device": "d1", "slot": "0",
                "slot-type": "DIMM", "source": 1, "status": 0 } }
```

ReplayMode [Enum]

Mode of the replay subsystem.

Values:

none normal execution mode. Replay or record are not enabled.

record record mode. All non-deterministic data is written into the replay log.

play replay mode. Non-deterministic data required for system execution is read from the log.

Since: 2.5

xen-load-devices-state [Command]

Load the state of all devices from file. The RAM and the block devices of the VM are not loaded by this command.

Arguments:

filename: **string**
the file to load the state of the devices from as binary data. See `xen-save-devices-state.txt` for a description of the binary format.

Since: 2.7

Example:

```
-> { "execute": "xen-load-devices-state",
      "arguments": { "filename": "/tmp/resume" } }
<- { "return": {} }
```

GuidInfo [Object]

GUID information.

Members:

guid: **string**
the globally unique identifier

Since: 2.9

query-vm-generation-id [Command]

Show Virtual Machine Generation ID

Since: 2.9

RTC_CHANGE [Event]

Emitted when the guest changes the RTC time.

Arguments:

offset: **int**
offset between base RTC clock (as specified by `-rtc base`), and new RTC clock value

Note: This event is rate-limited.

Since: 0.13.0

Example:

```
<- { "event": "RTC_CHANGE",
      "data": { "offset": 78 },
      "timestamp": { "seconds": 1267020223, "microseconds": 435656 } }
If: defined(TARGET_ALPHA) || defined(TARGET_ARM) || defined(TARGET_HPPA)
|| defined(TARGET_I386) || defined(TARGET_MIPS) || defined(TARGET_
MIPS64) || defined(TARGET_MOXIE) || defined(TARGET_PPC) ||
defined(TARGET_PPC64) || defined(TARGET_S390X) || defined(TARGET_
SH4) || defined(TARGET_SPARC)
```

`rtc-reset-reinjection` [Command]

This command will reset the RTC interrupt reinjection backlog. Can be used if another mechanism to synchronize guest time is in effect, for example QEMU guest agent's `guest-set-time` command.

Since: 2.1

Example:

```
-> { "execute": "rtc-reset-reinjection" }
<- { "return": {} }
If: defined(TARGET_I386)
```

`SevState` [Enum]

An enumeration of SEV state information used during `query-sev`.

Values:

`uninit` The guest is uninitialized.

`launch-update`

The guest is currently being launched; plaintext data and register state is being imported.

`launch-secret`

The guest is currently being launched; ciphertext data is being imported.

`running` The guest is fully launched or migrated in.

`send-update`

The guest is currently being migrated out to another machine.

`receive-update`

The guest is currently being migrated from another machine.

Since: 2.12

If: `defined(TARGET_I386)`

`SevInfo` [Object]

Information about Secure Encrypted Virtualization (SEV) support

Members:

`enabled:` `boolean`

true if SEV is active

```

api-major: int
            SEV API major version

api-minor: int
            SEV API minor version

build-id: int
            SEV FW build id

policy: int
            SEV policy value

state: SevState
            SEV guest state

handle: int
            SEV firmware handle

```

Since: 2.12

If: defined(TARGET_I386)

`query-sev` [Command]

Returns information about SEV

Returns: SevInfo

Since: 2.12

Example:

```

-> { "execute": "query-sev" }
<- { "return": { "enabled": true, "api-major" : 0, "api-minor" : 0,
                "build-id" : 0, "policy" : 0, "state" : "running",
                "handle" : 1 } }

```

If: defined(TARGET_I386)

`SevLaunchMeasureInfo` [Object]

SEV Guest Launch measurement information

Members:

```

data: string
        the measurement value encoded in base64

```

Since: 2.12

If: defined(TARGET_I386)

`query-sev-launch-measure` [Command]

Query the SEV guest launch information.

Returns: The `SevLaunchMeasureInfo` for the guest

Since: 2.12

Example:

```

-> { "execute": "query-sev-launch-measure" }
<- { "return": { "data": "418LXeN1SPUD1XPJG5966/8%YZ" } }

```

If: defined(TARGET_I386)

SevCapability [Object]

The struct describes capability for a Secure Encrypted Virtualization feature.

Members:

pdh: string
Platform Diffie-Hellman key (base64 encoded)

cert-chain: string
PDH certificate chain (base64 encoded)

cbitpos: int
C-bit location in page table entry

reduced-phys-bits: int
Number of physical Address bit reduction when SEV is enabled

Since: 2.12

If: defined(TARGET_I386)

query-sev-capabilities [Command]

This command is used to get the SEV capabilities, and is supported on AMD X86 platforms only.

Returns: SevCapability objects.

Since: 2.12

Example:

```
-> { "execute": "query-sev-capabilities" }
<- { "return": { "pdh": "8CCDD8DDD", "cert-chain": "888CCDDDEE",
                 "cbitpos": 47, "reduced-phys-bits": 5}}
```

If: defined(TARGET_I386)

dump-skeys [Command]

Dump guest's storage keys

Arguments:

filename: string
the path to the file to dump to

This command is only supported on s390 architecture.

Since: 2.5

Example:

```
-> { "execute": "dump-skeys",
     "arguments": { "filename": "/tmp/skeys" } }
<- { "return": {} }
```

If: defined(TARGET_S390X)

GICCapability [Object]

The struct describes capability for a specific GIC (Generic Interrupt Controller) version. These bits are not only decided by QEMU/KVM software version, but also decided by the hardware that the program is running upon.

Members:

version: `int`
 version of GIC to be described. Currently, only 2 and 3 are supported.

emulated: `boolean`
 whether current QEMU/hardware supports emulated GIC device in user space.

kernel: `boolean`
 whether current QEMU/hardware supports hardware accelerated GIC device in kernel.

Since: 2.6**If:** `defined(TARGET_ARM)`

query-gic-capabilities [Command]

This command is ARM-only. It will return a list of `GICCapability` objects that describe its capability bits.

Returns: a list of `GICCapability` objects.**Since:** 2.6**Example:**

```
-> { "execute": "query-gic-capabilities" }
<- { "return": [{ "version": 2, "emulated": true, "kernel": false },
                { "version": 3, "emulated": false, "kernel": true } ] }
```

If: `defined(TARGET_ARM)`

AudioDevPerDirectionOptions [Object]

General audio backend options that are used for both playback and recording.

Members:

mixing-engine: `boolean` (optional)
 use QEMU's mixing engine to mix all streams inside QEMU and convert audio formats when not supported by the backend. When set to off, `fixed-settings` must be also off (default on, since 4.2)

fixed-settings: `boolean` (optional)
 use fixed settings for host input/output. When off, frequency, channels and format must not be specified (default true)

frequency: `int` (optional)
 frequency to use when using fixed settings (default 44100)

channels: `int` (optional)
 number of channels when using fixed settings (default 2)

voices: `int` (optional)
 number of voices to use (default 1)

format: `AudioFormat` (optional)
 sample format to use when using fixed settings (default s16)

buffer-length: `int` (optional)
the buffer length in microseconds

Since: 4.0

AudiodevGenericOptions [Object]

Generic driver-specific options.

Members:

in: `AudiodevPerDirectionOptions` (optional)
options of the capture stream

out: `AudiodevPerDirectionOptions` (optional)
options of the playback stream

Since: 4.0

AudiodevAlsaPerDirectionOptions [Object]

Options of the ALSA backend that are used for both playback and recording.

Members:

dev: `string` (optional)
the name of the ALSA device to use (default 'default')

period-length: `int` (optional)
the period length in microseconds

try-poll: `boolean` (optional)
attempt to use poll mode, falling back to non-polling access on failure
(default true)

The members of `AudiodevPerDirectionOptions`

Since: 4.0

AudiodevAlsaOptions [Object]

Options of the ALSA audio backend.

Members:

in: `AudiodevAlsaPerDirectionOptions` (optional)
options of the capture stream

out: `AudiodevAlsaPerDirectionOptions` (optional)
options of the playback stream

threshold: `int` (optional)
set the threshold (in microseconds) when playback starts

Since: 4.0

AudiodevCoreaudioPerDirectionOptions [Object]

Options of the Core Audio backend that are used for both playback and recording.

Members:

buffer-count: `int` (optional)
number of buffers

The members of `AudiodevPerDirectionOptions`

Since: 4.0

`AudiodevCoreaudioOptions` [Object]

Options of the coreaudio audio backend.

Members:

`in: AudiodevCoreaudioPerDirectionOptions` (optional)
options of the capture stream

`out: AudiodevCoreaudioPerDirectionOptions` (optional)
options of the playback stream

Since: 4.0

`AudiodevDsoundOptions` [Object]

Options of the DirectSound audio backend.

Members:

`in: AudiodevPerDirectionOptions` (optional)
options of the capture stream

`out: AudiodevPerDirectionOptions` (optional)
options of the playback stream

`latency: int` (optional)
add extra latency to playback in microseconds (default 10000)

Since: 4.0

`AudiodevOssPerDirectionOptions` [Object]

Options of the OSS backend that are used for both playback and recording.

Members:

`dev: string` (optional)
file name of the OSS device (default `'/dev/dsp'`)

`buffer-count: int` (optional)
number of buffers

`try-poll: boolean` (optional)
attempt to use poll mode, falling back to non-polling access on failure
(default true)

The members of `AudiodevPerDirectionOptions`

Since: 4.0

`AudiodevOssOptions` [Object]

Options of the OSS audio backend.

Members:

`in: AudiodevOssPerDirectionOptions` (optional)
options of the capture stream

out: `AudiodevOssPerDirectionOptions` (optional)
options of the playback stream

try-mmap: `boolean` (optional)
try using memory-mapped access, falling back to non-memory-mapped access on failure (default true)

exclusive: `boolean` (optional)
open device in exclusive mode (vmix won't work) (default false)

dsp-policy: `int` (optional)
set the timing policy of the device (between 0 and 10, where smaller number means smaller latency but higher CPU usage) or -1 to use fragment mode (option ignored on some platforms) (default 5)

Since: 4.0

AudiodevPaPerDirectionOptions [Object]

Options of the Pulseaudio backend that are used for both playback and recording.

Members:

name: `string` (optional)
name of the sink/source to use

stream-name: `string` (optional)
name of the PulseAudio stream created by qemu. Can be used to identify the stream in PulseAudio when you create multiple PulseAudio devices or run multiple qemu instances (default: audiodev's id, since 4.2)

latency: `int` (optional)
latency you want PulseAudio to achieve in microseconds (default 15000)

The members of `AudiodevPerDirectionOptions`

Since: 4.0

AudiodevPaOptions [Object]

Options of the PulseAudio audio backend.

Members:

in: `AudiodevPaPerDirectionOptions` (optional)
options of the capture stream

out: `AudiodevPaPerDirectionOptions` (optional)
options of the playback stream

server: `string` (optional)
PulseAudio server address (default: let PulseAudio choose)

Since: 4.0

AudiodevWavOptions [Object]

Options of the wav audio backend.

Members:

in: `AudiodevPerDirectionOptions` (optional)
options of the capture stream

out: `AudiodevPerDirectionOptions` (optional)
 options of the playback stream

path: `string` (optional)
 name of the wav file to record (default 'qemu.wav')

Since: 4.0

AudioFormat [Enum]

An enumeration of possible audio formats.

Values:

`u8` Not documented
`s8` Not documented
`u16` Not documented
`s16` Not documented
`u32` Not documented
`s32` Not documented

Since: 4.0

AudiodevDriver [Enum]

An enumeration of possible audio backend drivers.

Values:

`none` Not documented
`alsa` Not documented
`coreaudio` Not documented
`dsound` Not documented
`oss` Not documented
`pa` Not documented
`sdl` Not documented
`spice` Not documented
`wav` Not documented

Since: 4.0

Audiodev [Object]

Options of an audio backend.

Members:

id: `string`
 identifier of the backend

driver: `AudiodevDriver`
the backend driver to use

timer-period: `int` (optional)
timer period (in microseconds, 0: use lowest possible)

The members of `AudiodevGenericOptions` when `driver` is "none"

The members of `AudiodevAlsaOptions` when `driver` is "alsa"

The members of `AudiodevCoreaudioOptions` when `driver` is "coreaudio"

The members of `AudiodevDsoundOptions` when `driver` is "dsound"

The members of `AudiodevOssOptions` when `driver` is "oss"

The members of `AudiodevPaOptions` when `driver` is "pa"

The members of `AudiodevGenericOptions` when `driver` is "sdl"

The members of `AudiodevGenericOptions` when `driver` is "spice"

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Since: 4.0

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