

Volume

A Volume represents one physical [object](#). Common Volumes include single LTO Cartridges, single DLT Cartridges, single compact discs, etc.

Volumes are the lowest Object of the TapeTrack hierarchy. They are owned by [Customers](#) and [Media Types](#) and can be moved between [Repositories](#).

Volume-ID

A Volume-ID is a string of characters associated with a Volume.

The Volume-ID will be reflected in the Volume Barcode, which may be a [Fully Qualified Barcode](#), or an [Unqualified Barcode](#).

They are often referred to as Volume Serials or Volsers.

Object Rules

1. The Volume-ID must be unique within a Customer/Media Type scope.
2. The Volume-ID must be between 1 and 10 characters long.

Technical Notes

- Dealing with Barcodes that are longer than 10 characters in length.
- Restricting allowable Volume-IDs.
- Restricting which Volume-IDs can be moved to a Repository.
- Hiding Volume-IDs.

Elements

Properties

Setting Rules for Volume-IDs

Allowable Volume-IDs can be set in the Options Tab of the Media Type Properties window.

Edit New Media

Identity

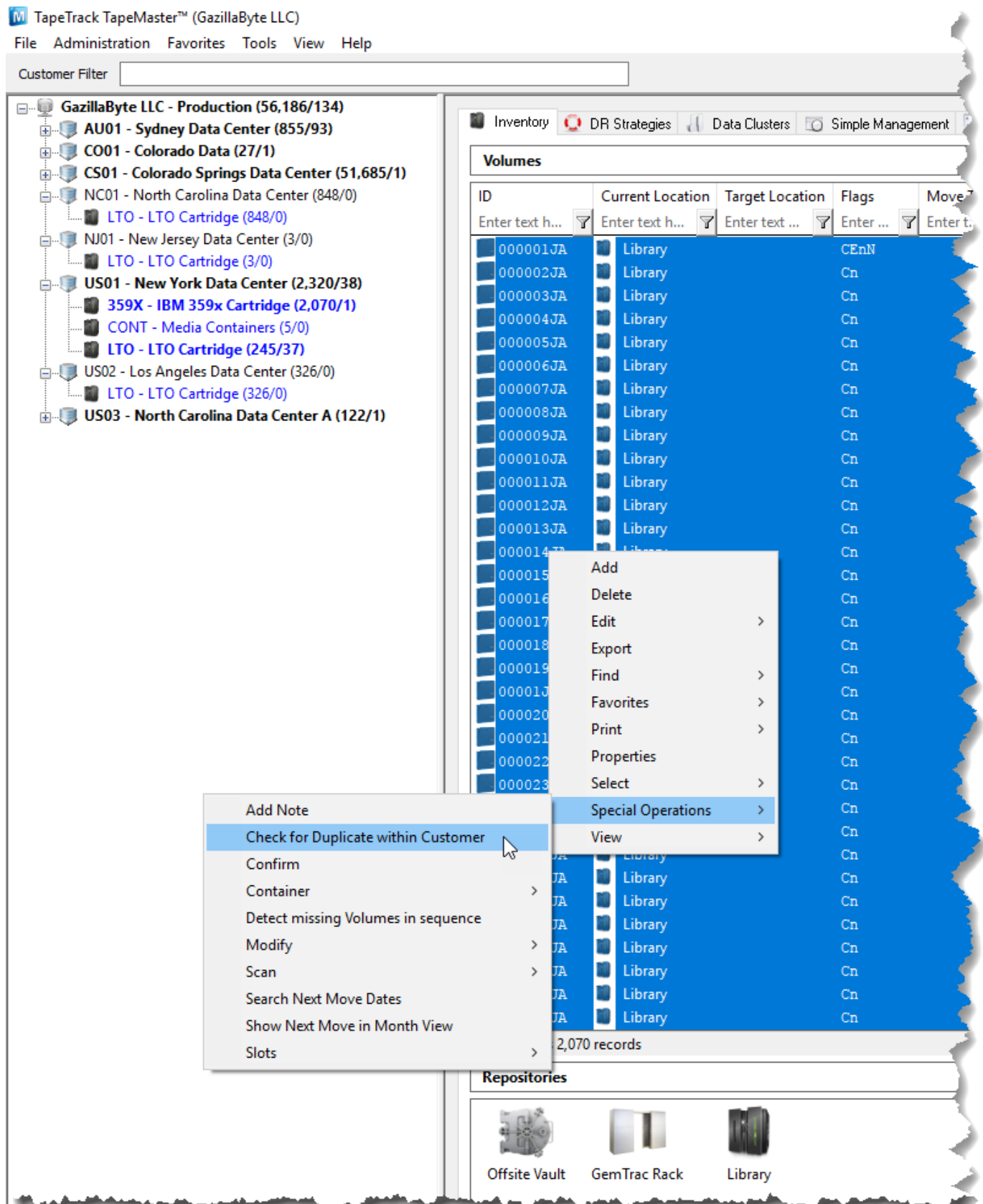
Options

Hide Media Type	False
Internal	False
Maximum Volumes	0
Maximum Repositories	0
Allowable Volume-IDs	?????L?
Default Media Type	True
Auto Simple Management	False
Auto Container	False
Stock Controlled	False
Auto Stock Selection	False
Relaxed Barcode Matching	True
No Move-back Warning	False
Lock Volumes	False
No HealthCheck	False
Show BuiltIn Repositories	False
Remove barcode suffix	
Barcodes use Modulo43	False
Default Repository	Library

Duplicate Volume-IDs

It is recommended that there be no duplicate Volume-IDs in a Customer.

To verify that there are no duplicate Volumes in a Customer, select **Select All** from the Right-Click Menu in the Volume list, then use the **Check for Duplicate within Customer** function in the Special Operations menu under the Right-Click Menu.



Types of Volumes

Two types of Volumes can exist within a given Media Type:

1. **Volumes** - Any single physical object.

2. **Containers** - A Container is a Volume that can hold other Volumes.

Further Reading

[Volume Properties Window](#)

[Moving Volumes](#)

[Volume List](#)

Parent

- [Media Type](#)

[Adding and deleting a Volume](#)

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