

Another kind of Offsite Reclaim called *Priority Offsite Reclaim*. It is Offsite Reclaim for user-specified exported physical volumes. Users can make an exported physical volume eligible for Priority Offsite Reclaim by issuing the following library request from the host:

```
LIBRARY REQUEST,libname,COPYEXP,volser,RECLAIM
```

Priority Offsite Reclaim processing is the same as for normal Offsite Reclaim, but it runs in priority over normal Offsite Reclaim and does not follow Inhibit Offsite Reclaim Schedule.

If the primary logical volume copies are on the physical volume that is in the Read Only Recovery (ROR) state, Offsite Reclaim skips re-creating secondary copies of them. Copy Exported physical volumes that include their secondary copies must wait for the ROR process completion to be empty. Also, while the ROR process for such physical volume is running, the next Copy Export can be kept waiting until the ROR process completes.

In the case where the ROR process for a physical volume having primary logical volume copies of Copy Exported volumes cannot recover the primary copies in the stand-alone environment, the copies *cannot* be re-created in the TS7700 other than returning corresponding Copy Exported physical volume to the physical library.

Figure 13-1 shows the Reclaim Threshold Percentage for a normal Offsite Reclaim.

#BA99E (Cluster 5) > Physical Volume Pools

Pool: 9

Pool Properties:

Media Class:	3592
First Media (Primary):	Any 3592
Second Media (Secondary):	None
Borrow Indicator:	Borrow, Return
Reclaim Pool:	9
Maximum Devices:	All Compatible Devices
Export Pool:	Not Defined
Export Format:	Default
<input type="checkbox"/> Days Before Secure Data Erase:	0
<input type="checkbox"/> Days Without Access:	0
<input type="checkbox"/> Age of Last Data Written:	0
<input type="checkbox"/> Days Without Data Inactivation:	0
Maximum Active Data:	5%
Reclaim Threshold Percentage (%):	35
Sunset Media Reclaim Threshold Percentage (%):	35

OK Cancel

Figure 13-1 Reclaim Threshold Percentage is set in Physical Volume Pool Properties