  - It is not possible to recombine the two volumes after they have been split.
  - Adding and splitting in one workflow enables migrations that are not currently allowed.
  - The split volume copy can be used as a means for creating a point-in-time copy (clone).
- Repair/validate in three ways. This compares volume copies and performs these functions:
  - Reports the first difference found. It can iterate by starting at a specific LBA by using the **-startlba** parameter.
  - Creates virtual medium errors where there are differences.
  - Corrects the differences that are found (reads from primary copy and writes to secondary copy).
- View to list volumes affected by a back-end disk subsystem being offline:
  - Assumes that a standard use is for mirror between disk subsystems.
  - Verifies that mirrored volumes remain accessible if a disk system is being shut down.
  - Reports an error in case a quorum disk is on the back-end disk subsystem.
- Expand or shrink a volume:
  - This function works on both of the volume copies at once.
  - All volume copies always have the same size.
  - All copies must be synchronized before expanding or shrinking them.

> **DRP limitation:** Data Reduction Pools do not support thin/compressed volumes shrinking.

- Delete a volume. When a volume gets deleted, all copies get deleted.
- Migration commands apply to a specific volume copy.
- Out-of-sync bitmaps share the bitmap space with FlashCopy and Metro Mirror/Global Mirror. Creating, expanding, and changing I/O groups might fail if there is insufficient memory.
- GUI views contain volume copy identifiers.

6.5.3 Mirrored volume components

Note the following points regarding mirrored volume components:

- A mirrored volume is always composed of two copies (copy 0 and copy1).
- A volume that is not mirrored consists of a single copy (which for reference might be copy 0 or copy 1).

A mirrored volume looks the same to upper-layer clients as a non-mirrored volume. That is, upper layers within the cluster software, such as FlashCopy and Metro Mirror/Global Mirror, and storage clients, do not know whether a volume is mirrored. They all continue to handle the volume as they did before without being aware of whether the volume is mirrored.