Model and Resource System Databases

Model System Database

- The model database is used as the template for all databases created on an instance of SQL Server.
- Because tempdb is created every time SQL Server is started, the model database must always exist on a SQL Server system.
- The entire contents of the model database, including database options, are copied to the new database.
- Some of the settings of model are also used for creating a new tempdb during start up, so
 the model database must always exist on a SQL Server system.
- Newly created user databases use the same recovery model as the model database.

Model Database Usage

- When a CREATE DATABASE statement is issued, the first part of the database is created by copying in the contents of the **model** database.
- The rest of the new database is then filled with empty pages.
- If you modify the model database, all databases created afterward will inherit those changes.
- For example, you could set permissions or database options, or add objects such as tables, functions, or stored procedures.

Physical Properties of model database

- The following table lists the initial configuration values of the **model** data and log files for SQL Server SQL Managed Instance.
- The sizes of these files may vary slightly for different editions of SQL Server.

| File | Logical Name | Physical Name | File Growth |
|--------------|--------------|---------------|--|
| Primary data | modeldev | model.mdf | Autogrow by 64 MB until the disk is full. |
| Log | modellog | modellog.ldf | Autogrow by 64 MB to a maximum of 2 terabytes. |

Restrictions of model database

The following operations cannot be performed on the **msdb** database:

- Adding files or filegroups.
- Changing collation. The default collation is the server collation.
- Changing the database owner. model is owned by sa.
- Dropping the database.
- Dropping the guest user from the database.
- Enabling change data capture.
- Participating in database mirroring.
- Removing the primary filegroup, primary data file, or log file.
- Renaming the database or primary filegroup.

Restrictions of model database (contd)

- Setting the database to OFFLINE.
- Setting the primary filegroup to READ_ONLY.
- Creating procedures, views, or triggers using the WITH ENCRYPTION option. The encryption key is tied to the database in which the object is created. Encrypted objects created in the **model** database can only be used in **model**.

Resource System Database

- The Resource database is a read-only database that contains all the system objects that are included with SQL Server.
- SQL Server system objects, such as sys.objects, are physically persisted in the Resource database.
- But they logically appear in the sys schema of every database.
- The Resource database does not contain user data or user metadata.
- The Resource database makes upgrading to a new version of SQL Server an easier and faster procedure.

Physical Properties of resource database

- The physical file names of the Resource database are mssqlsystemresource.mdf and mssqlsystemresource.ldf.
- These files are located in < drive>:\Program Files\Microsoft SQL
 Server\MSSQL<version>.< instance_name>\MSSQL\Binn\ and should not be moved.
- Each instance of SQL Server has one and only one associated mssqlsystemresource.mdf file, and instances do not share this file.
- SQL Server cannot back up the Resource database.
- You can perform your own file-based or a disk-based backup by treating the mssqlsystemresource.mdf file as if it were a binary (.EXE) file, rather than a database file, but you cannot use SQL Server to restore your backups.
- Restoring a backup copy of mssqlsystemresource.mdf can only be done manually.

Accessing the Resource Database

- The Resource database should only be modified by or at the direction of a Microsoft Customer Support Services (CSS) specialist.
- The ID of the Resource database is always 32767.
- Other important values associated with the Resource database are the version number and the last time that the database was updated.