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# Visualizing IBM SAN Volume Controller FlashCopy Mappings

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With the introduction of Multiple-Target FlashCopy® and Cascaded FlashCopy to IBM® System Storage™ SAN Volume Controller (SVC) , it can become difficult to keep track of which Virtual Disks are mapped to which, and how *FlashCopy Mappings* (FCM) depend upon one another. While submitting **svcinfo** commands or using the SVC Console can provide this information in a textual format, there are times when a diagram provides all the information you need in an easy to understand format.

This paper outlines a method for generating diagrams that link VDisks and FlashCopy Mappings. It also serves as a worked example of automation on the SVC Command Line. This paper assumes familiarity with SVC and the FlashCopy functionality.

## 1. SVC FlashCopy Mappings

When SVC was introduced in 2003 it included a number of Copy Services: FlashCopy and Remote Copy. FlashCopy is a Point-In-Time Copy Service, whereby the contents of a *Source Virtual Disk* (Source) is copied to a *Target Virtual Disk* (Target), such that the Target is an *exact* copy of the Source, at that point in time. The relationship between a Source and a Target is called a FlashCopy Mapping (FCM). The original implementation was such that a Source could only ever have one active Target. In addition to this, a Target of one FCM could not be the Source of another FCM. A number of FCMs can be gathered together into a *FlashCopy Consistency Group* (FCG) and managed as a single entity, to ensure that all Target VDisks in the FCG represent the exact same point in time.

With the release of SVC 4.2.1, new types of FlashCopy arrangements can be created. A single VDisk can act as the Source to multiple Targets. In addition to this, a VDisk which is acting as the Target of one FCM can also act as the Source of a different FCM. For more details on Copy Services in SVC, see the Redbook *SVC 4.2.1 Advanced Copy Services* [SG24-7574-00] [<http://www.redbooks.ibm.com/abstracts/sg247574.html>].

In a complex environment, the interactions between FCMs and VDisks can get quite involved. Dependencies between FCMs stem from internal data structures within the cluster rather than the logical connections between VDisks. All of these dependencies can be discovered by submitting the appropriate **svcinfo** commands, but the information is presented in a purely textual way; this provides no insight into the interaction between cluster objects. Example 1, “Sample output from SVC commands, viewing FCM interactions” shows how this output looks.

### Example 1. Sample output from SVC commands, viewing FCM interactions

```
IBM_2145:cluster_name:admin>svcinfolsfcmmap -delim :
id:name:source_vdisk_id:source_vdisk_name:target_vdisk_id:target_vdisk_name:
group_id:group_name:status:progress:copy_rate:clean_progress:incremental
0:fcmap0:1039:vdisk1039:1040:vdisk1040:::idle_or_copied:100:93:100:on
1:fcmap1:1041:vdisk1041:1042:vdisk1042:::idle_or_copied:100:30:100:off
2:fcmap2:1043:vdisk1043:1044:vdisk1044:::idle_or_copied:100:88:100:on
3:fcmap3:1045:vdisk1045:1046:vdisk1046:::idle_or_copied:100:36:100:off
4:fcmap4:1046:vdisk1046:1047:vdisk1047:::idle_or_copied:100:96:100:on
IBM_2145:cluster_name:admin>
IBM_2145:cluster_name:admin>svcinfolsfcmdependentmaps -delim : 2
fc_id:fc_name
1:fcmap1
3:fcmap3
```

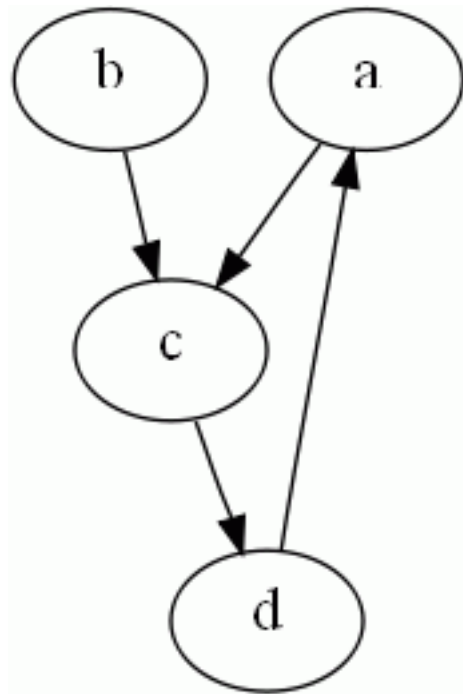
The output from the **svcinfolsfcmmap** command does not lend itself to a swift overview of the cluster state. We look to the DOT language to generate a graphical representation of this information.

## 2. The DOT Language

The DOT Language is a language used to describe directed and undirected graphs. Once written, the DOT can then be processed by an appropriate program, to render the graph on screen.

A *directed graph* consists of *nodes* and *edges*. A node is a graphical shape which may or may not contain some text. The nodes are interconnected by lines, called edges. In a directed graph, the edges have arrows at one or both ends. Figure 1, “Sample directed graph” shows a sample directed graph. Ellipses a,b, c and d are all nodes.

**Figure 1. Sample directed graph**



The DOT language is quite straightforward; for instance, the DOT required to generate Figure 1, “Sample directed graph” can be seen in Example 2, “DOT language for generating a directed graph”. The nodes are represented by the various letters. In each line in the example, you can see the 'arrow' notation which indicates a directed edge, joining two nodes.

### Example 2. DOT language for generating a directed graph

```
digraph EXAMPLE
{
  a -> c;
  b -> c;
  c -> d;
  d -> a;
}
```

A DOT file only *describes* the graph. You must pass this file to a rendering program in order to generate a graphical representation. Once such program is **dot**, which is part of the Graphviz [<http://graphviz.org/>] package. Once installed, the invocation shown in Example 3, “Invocation to generate graphic from DOT language (Windows)” will generate a GIF file rendering of the sample directed graph described in Example 2, “DOT language for generating a directed graph”.

### Example 3. Invocation to generate graphic from DOT language (Windows)

```
dot -T gif -o sampleDigraph.gif -K dot -v sampleDiGraph.dot
```

The capabilities of the DOT language lend themselves directly to the challenge of visualizing FlashCopy Mapping and VDisk relationships. The challenge is to generate the DOT necessary to generate our required visualization. In order to do this, we can use SVC Command Line Scripting.

## 3. SVC Command Line Scripting

The SVC Command Line Interface is based on a restricted Bash Shell. This provides us with a double-edged opportunity. On one hand, the Bash Shell means that we have the opportunity to execute scripts while logged in to the SVC Command Line. On the other hand, the restricted aspect strongly limits what we can do and results in the need for some imaginative scripting.

The Bash Shell includes a number of 'built-in' commands that can be used, such as:

```
if
while
for
read
echo
```

The restrictions on the Shell mean that there is no access to scripting standards such as **sed**, **awk** and **grep**. In addition, IO cannot be redirected to files. However, command output *can* be redirected to other commands, via pipes.

Appendix A, *Graph generating script* contains the script that we'll be discussing for the remainder of this paper. This script creates a CLI function which, when executed, generates DOT language which describes the connections between a set of VDisks and FCMs. The CLI function has one parameter, which is the id of one of the cluster's VDisks. Given a VDisk ID, this command follows the procedure below.

1. Search for any FCMs which have the provided VDisk as a Source or Target

2. For any FCMs found, identify the counterpart VDisks and repeat step 1 for each of the new VDisks
3. For all of the FCMs found, search for all dependant FCMs
4. Generate the DOT language, describing the VDisk and FCM interactions

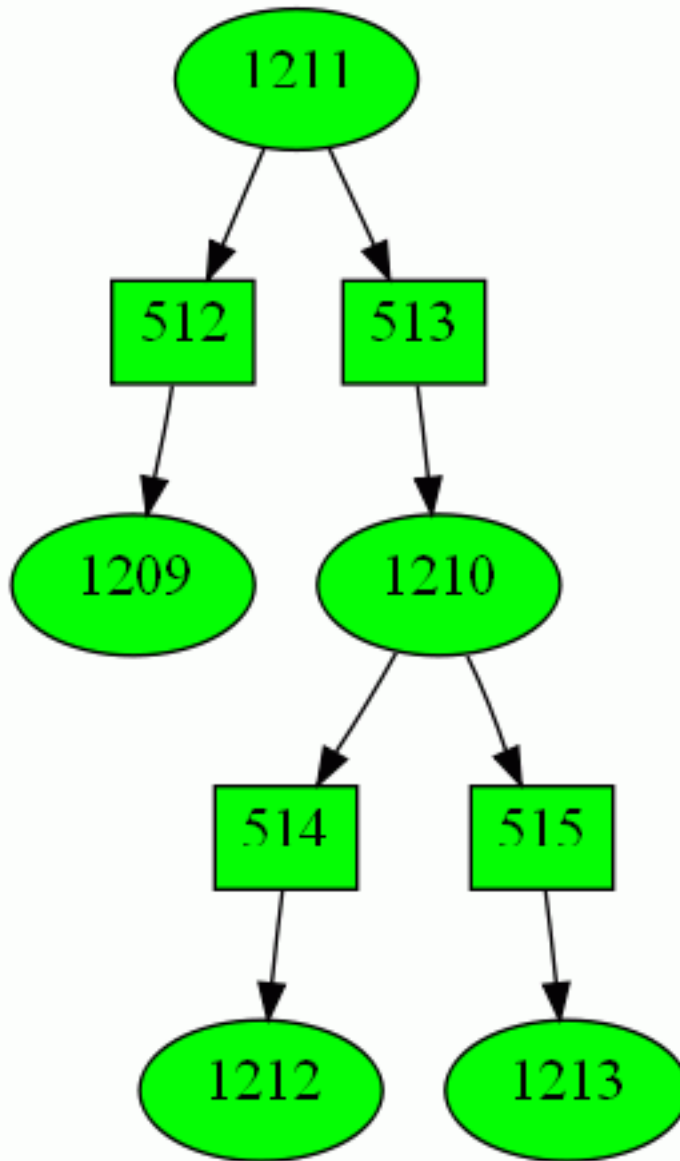
Example 4, “Sample output from script” shows example output from this function. When rendered by **dot**, the graphic shown in Figure 2, “Sample directed graph”

#### **Example 4. Sample output from script**

```
IBM_2145:cluster_name:admin>makeFCMapTree 1212
digraph F {
  1210 [style=filled,fillcolor=green]
  514 [shape=box,height=0.4,width=0.4,fillcolor=green,style=filled]
  1210 -> 514
  514 -> 1212
  515 [shape=box,height=0.4,width=0.4,fillcolor=green,style=filled]
  1210 -> 515
  515 -> 1213
  1212 [style=filled,fillcolor=green]
  1213 [style=filled,fillcolor=green]
  1211 [style=filled,fillcolor=green]
  512 [shape=box,height=0.4,width=0.4,fillcolor=green,style=filled]
  1211 -> 512
  512 -> 1209
  513 [shape=box,height=0.4,width=0.4,fillcolor=green,style=filled]
  1211 -> 513
  513 -> 1210
  1209 [style=filled,fillcolor=green]
}
```

The ellipses represent VDisks. The rectangles represent FlashCopy Mappings. The colours of the shapes represent the state of the FlashCopy Mappings and VDisks. In one glance, the interactions between VDisks and FlashCopy Mappings are clear and any issues are immediately obvious.

**Figure 2. Sample directed graph**



In the next section, we will go through this script line by line and explain what is being done. The techniques used in this script can be used in scripts of your own to perform whatever actions you require. If you prefer, you can skip to Section 5, “Using the script” to learn how to use the script.

## 4. Script Analysis

When the script in Appendix A, *Graph generating script* is executed, it creates a new function called `makeFCMapTree` in the active SVC CLI session. The script itself has *no* output. Once the function has been created, it is invoked by providing the function name and a VDisk ID. It generates output in the DOT language which can be captured and saved for later rendering. In this section, we analysis the script section by section and explain its function.

## 4.1. Lines 1-18

The first 18 lines are concerned with setting up variables for use during the main loop.

**Lines 1-15.** The fifteen first lines simply start the function and set up some variables assigning colours to FCM and VDisk states. These can be changed to suit your needs, with the requirement that all 10 states are present and the colours that are selected are part of the DOT language. Appendix B, *Valid colours in the DOT language* shows the colours supported by DOT.

**Line 16.** This line outputs the first line of DOT, which indicates that we'll be describing a directed graph. We call it F for FlashCopy, but the name is entirely arbitrary (within the constraints of the DOT language)

**Line 17.** In this line, we create an array called `$possSrcs`. This array will be treated as a FIFO stack. It will contain a list of VDIs which are possibly acting as the Sources of an FCM. At this point in the execution, we add the VDisk ID that was provided as the sole parameter to the function. In subsequent passes through the main loop, new VDisk IDs may be added, as required.

**Line 18.** Here, we create an empty array which will keep track of all VDisk IDs which have been processed. This is to ensure that the script processes each VDisk ID once and once only.

## 4.2. Lines 19-26

These lines start the main loop and gather information about the next VDisk ID in the `$possSrcs` stack.

**Line 19.** This starts the main loop of this script. The loop will execute as long as there are VDisk IDs in `$possSrcs`. This loop ends on line 56.

**Lines 20-21.** Lines 20-21 perform the `pop` operation of a stack, removing the first element from `$possSrcs` and assigning it to `$currSrc`.

**Lines 22-26.** Lines 22-26 show a technique that will be repeated a number of times in this script. This technique is to run an `svcinfo` command and execute a series of commands based on each line of output from the `svcinfo` command.

The technique has the following form:

```
svcinfo xxxx | while read var1 var2 var3 rest; do
    some commands using $var1, $var2, etc
done
```

This technique will take each line of output from the `svcinfo` command and pass it to the `read` built-in command. The `read` command works in the following way:

```
read [ name ...]
```

The `read` command takes a line from STDIN and splits it into words separated according to the *Internal Field Separator (IFS)*. By default, IFS is set to whitespace. The first word is assigned to the first name, the second to the second name and so on. Any leftover words are assigned to the final name with the intervening IFS included.

In the technique shown above, the variables `$var1`, `$var2`, etc can now be used by commands inside the `while` loop. The loop will repeat once per line of output from the `svcinfo` command. The variable `$rest` is needed to capture any remaining values at the end of the line of output.

The command `svcinfo lsvdisk -nohdr -filtervalue id=$currSrc` will generate zero or one line of output. (depending on whether the value in `$currSrc` is an actual VDisk ID).

**Line 24.** This line acts to 'dereference' the VDisk status. The code `$(eval echo \$$vStatus)` will take the value stored in `$vStatus` and treat it as the name of a variable and try to find the value stored in that. For instance, if `$vStatus` is equal to 'preparing' then this line will look for the value found in `$preparing` and, in this case, return 'yellow'. In this way, we can assign colours to VDisk states.

**Line 25.** This generates lines of DOT which define a node in the graph. In this instance a VDisk node is generated. The VDisk node is an ellipse, filled in a colour representing the VDisk's state.

### 4.3. Lines 27-30

These two lines generate an array of FCM Target VDisk IDs and mark the current VDisk ID (held in `$currentSrc`) as having been processed.

**Lines 27-29.** Lines 27-29 create a new array that holds all of the FCMs which have the current VDisk (represented by `$currSrc`) as the Source VDisk. This array is called `$newTgts`. These three lines shows a method of generating an array directly from the output of an `svcinfo` command. In this particular instance, each line of `svcinfo` output generates 3 array elements:

<code>\$newTgts[L]</code>	FlashCopy Mapping ID
<code>\$newTgts[L+1]</code>	Target VDisk ID
<code>\$newTgts[L+2]</code>	FlashCopy Mapping status

where L increases by one per line of `svcinfo` output.

**Line 30.** Line 30 keeps track of the fact that we have now processed the VDisk ID(as an FCM Source... it may appear later as an FCM Target).

### 4.4. Lines 31-46

These lines process the FCMs that were placed into `$newTgts` and generate the appropriate DOT to represent them.

**Line 31.** Lines 31 creates the loop to process `$newTgts`. It creates an index variable which is incremented by 3 for each pass (since 3 elements in an array represent *one* FC Mapping).

**Lines 32-35.** Lines 32 to 34 simply collect the relevant array elements in to clearer variable names. Line 35 decodes the FC Mapping status into a colour, much like line 24.

**Lines 36-39.** Lines 36-39 generate DOT language; lines 36 and 37 creates an FC Mapping node, which is a square filled with a colour that represents its state.

Lines 38 and 39 generate the edges that link the FC Mapping node with its Source and Target VDIs.

**Lines 40-42.** Lines 40-42 look at the FCM Target and determine whether or not it has been processed as a Source. If it has not, it is added to our list of possible Sources: `$possSrcs`. The code in line 41 acts to place this new VDisk ID at the end of the stack.

**Lines 43-45.** Lines 43-45 look to see if there are any dependencies between this FCM and other FCMs. If there are, a new edge is generated to indicate this.

### 4.5. Lines 48-55

Lines 48-55 perform a similar task to line 27 and the loop that follows it.

**Line 48.** Line 48 generates an array of FCM Source VDisk IDs, which have `$currentSrc` as their Target. This array is called `$newSrcs`. Instead of generating any DOT in the loop, however, this loop simply adds the indicated VDisk IDs to the `$possSrcs` array, if they have not previously been processed.

## 4.6. Lines 56-58

All that remains at this point is to complete the loops, close out the DOT language with a curly bracket and the function is complete.

# 5. Using the script

There are two simple ways to use the script. It can be executed directly from an interactive CLI session, or it can be used as part of a batch session.

## 5.1. Interactive session

Adding the `makeFCTreeMap` function to an interactive session is very straightforward. Simply copy the full text of the script into the clipboard and then paste it into the terminal. Once the script has executed, the `makeFCTreeMap` function will be available to you for the remainder of that CLI session.

Once you've passed a VDisk ID to the function, you will need to copy the output from the CLI session and place it into a dot file for rendering.

## 5.2. Batch session

Adding the `makeFCTreeMap` function to a batch session depends on your SSH client. Here, we will discuss PuTTY for the Windows operating system and `ssh` for Linux or AIX®.

Whichever operating system you use, the output from the script will be returned to the STDOUT stream on your local system. You can redirect this output to a dot file, and then pass it to your rendering application.

### 5.2.1. Required script changes

When a script is submitted to the SVC Cluster in this way, STDIN is replaced by the contents of the script and executed as if it was typed in manually. Once the end of the file is reached, control returns to the local command line and *not* the SVC command line. Since the normal function of the `makeFCTreeMap` script is to create a new function in the CLI session (and nothing more), the following modifications are needed to generate output:

- Delete lines 1 and 2
- Delete line 58
- Replace `$1` in line 17 with the ID of the VDisk that you're interested in.

Once these changes have been made, the resulting `script_file` should be submitted to the cluster using one of the methods shown in the next subsections.

### 5.2.2. PuTTY

The `plink` command comes as part of the PuTTY application. Example 5, “Submitting script to an SVC cluster using plink” shows the command to use to submit a script to an SVC cluster.



### Example 5. Submitting script to an SVC cluster using plink

```
plink -l admin -m script_file -i private_key_file cluster_name
```

<code>script_file</code>	The file containing the makeFCTreeMap script
<code>private_key_file</code>	An SSH private key which corresponds to a public key that has been uploaded to the SVC cluster in question
<code>cluster_name</code>	The IP address or DNS name

### 5.2.3. SSH

The `ssh` command comes with most (if not all) \*nix operating systems. Example 6, “Submitting script to an SVC cluster using ssh” shows the invocation required to submit a script to an SVC cluster using `ssh`.

### Example 6. Submitting script to an SVC cluster using ssh

```
ssh -i private_key_file -T admin@cluster_name < script_file
```

<code>script_file</code>	The file containing the makeFCTreeMap script
<code>private_key_file</code>	An SSH private key which corresponds to a public key that has been uploaded to the SVC cluster in question
<code>cluster_name</code>	The IP address or DNS name

## 6. Possible Improvements

The script in Appendix A, *Graph generating script* functions correctly for all possible VDisk IDs, including ones that are not present on the cluster. However, there are some interesting changes that could be made to enhance the script. These are offered as suggestions and are left to the reader to implement:

### Possible improvements to script

Handle Multiple VDisk IDs	The current version of the makeFCTreeMap only accepts a single VDisk ID. It would be a fairly simple task to change the script to allow the function to accept any number of VDisk IDs. It would be important to check for duplicate VDisk IDs appearing in the <code>\$possSrcs</code> stack.
Handle FlashCopy Mapping IDs	Expanding this script to support FCM IDs instead of VDisk IDs is the straightforward task of taking the FCM ID, determining the Source VDisk's ID and placing this into the <code>\$possSrcs</code> stack and then proceeding as before. The challenge lies in making the one script support VDisk IDs <i>and</i> FCM IDs.
Handle FlashCopy Consistency Group IDs	Handling FlashCopy Consistency Groups is the natural combination of handling multiple VDisk IDs and handling FlashCopy Mappings, since an FCG is simply a group of FCMs.

```
The following code will turn an FCG id into an array of FCM ids:
fcmIDs=(`svcinfo lsfcmap -nohdr -filtervalue
group_id=0 | while read fcmid rest; do echo
$fcmid; done`)
```

## A. Graph generating script

The script below has been formatted so that it will fit onto the page. As a result, line continuation operators have been used on lines 22, 27, 28, 36 and 48.

```
1 makeFCMapTree ()
  {
    # Define the colouring for FC Mapping and VDisk states
    idle_or_copied=green
5   preparing=yellow
    prepared=green
    copying=green
    stopped=red
    suspended=red
10  stopping=yellow
    online=green
    offline=red
    degraded=yellow

15  # Start the directed graph
    echo "digraph F {";
    possSrcs=($1);
    processed=();
    while [ $#possSrcs[@] -gt 0 ]; do
20     currSrc=${possSrcs[0]};
        possSrcs=(${possSrcs[@]:1});
        svcinfo lsvdisk -nohdr -filtervalue id=$currSrc | while read id name \
iogId iogName vStatus junk; do
            vdkColour=$(eval echo \$$vStatus);
25     echo "$currSrc [style=filled,fillcolor=$vdkColour]";
        done
        newTgts=(`svcinfo lsfcmap -nohdr -filtervalue source_vdisk_id=$currSrc \
-delim :| while IFS=: read id n srcId srcName tgtId tgtName gId gName \
status junk; do echo "$id $tgtId $status"; done`);
30     processed[$currSrc]=y;
        for ((i=0; i<${#newTgts[@]};i=$((i + 3)))); do
            fcm=${newTgts[$i]};
            tgt=${newTgts[$((i + 1))]};
            status=${newTgts[$((i + 2))]};
35     colour=$(eval echo \$$status);
            echo "fc$fcm [label=\"$fcm\"shape=box,height=0.4,width=0.4,\
fillcolor=$colour,style=filled]";
            echo "$currSrc -> fc$fcm";
            echo "fc$fcm -> $tgt";
40     if [ "${processed[$tgt]}" != "y" ]; then
        possSrcs=(${possSrcs[@]} $tgt);
        fi;
        svcinfo lsfcmapdependentmaps -nohdr $fcm | while read fcId fcName; do
```

```
        echo "$fcm -> $fcId [style=dotted]"
45     done
        done;

        newSrcs=(`svcinfolsfcm -nohdr -filtervalue target_vdisk_id=$currSrc | \
while read id name srcId junk; do echo "$srcId "; done`);
50     for src in ${newSrcs[@]};
        do
            if [ "${processed[$src]}" != "y" ]; then
                possSrcs=("${possSrcs[@]} $src");
                fi;
55     done;
        done;
        echo "}"
    }
```

## B. Valid colours in the DOT language

The following are acceptable colours in the DOT language: This list can also be found at *Graphviz Color Names* [<http://www.graphviz.org/doc/info/colors.html>]

aliceblue	gray18	grey74	orange1
antiquewhite	gray19	grey75	orange2
antiquewhite1	gray20	grey76	orange3
antiquewhite2	gray21	grey77	orange4
antiquewhite3	gray22	grey78	orangered
antiquewhite4	gray23	grey79	orangered1
aquamarine	gray24	grey80	orangered2
aquamarine1	gray25	grey81	orangered3
aquamarine2	gray26	grey82	orangered4
aquamarine3	gray27	grey83	orchid
aquamarine4	gray28	grey84	orchid1
azure	gray29	grey85	orchid2
azure1	gray30	grey86	orchid3
azure2	gray31	grey87	orchid4
azure3	gray32	grey88	palegoldenrod
azure4	gray33	grey89	palegreen
beige	gray34	grey90	palegreen1
bisque	gray35	grey91	palegreen2
bisque1	gray36	grey92	palegreen3
bisque2	gray37	grey93	palegreen4
bisque3	gray38	grey94	paleturquoise
bisque4	gray39	grey95	paleturquoise1
black	gray40	grey96	paleturquoise2
blanchedalmond	gray41	grey97	paleturquoise3
blue	gray42	grey98	paleturquoise4
blue1	gray43	grey99	palevioletred
blue2	gray44	grey100	palevioletred1
blue3	gray45	honeydew	palevioletred2
blue4	gray46	honeydew1	palevioletred3
blueviolet	gray47	honeydew2	palevioletred4
brown	gray48	honeydew3	papayawhip
brown1	gray49	honeydew4	peachpuff

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brown2	gray50	hotpink	peachpuff1
brown3	gray51	hotpink1	peachpuff2
brown4	gray52	hotpink2	peachpuff3
burlywood	gray53	hotpink3	peachpuff4
burlywood1	gray54	hotpink4	peru
burlywood2	gray55	indianred	pink
burlywood3	gray56	indianred1	pink1
burlywood4	gray57	indianred2	pink2
cadetblue	gray58	indianred3	pink3
cadetblue1	gray59	indianred4	pink4
cadetblue2	gray60	indigo	plum
cadetblue3	gray61	ivory	plum1
cadetblue4	gray62	ivory1	plum2
chartreuse	gray63	ivory2	plum3
chartreuse1	gray64	ivory3	plum4
chartreuse2	gray65	ivory4	powderblue
chartreuse3	gray66	khaki	purple
chartreuse4	gray67	khaki1	purple1
chocolate	gray68	khaki2	purple2
chocolate1	gray69	khaki3	purple3
chocolate2	gray70	khaki4	purple4
chocolate3	gray71	lavender	red
chocolate4	gray72	lavenderblush	red1
coral	gray73	lavenderblush1	red2
coral1	gray74	lavenderblush2	red3
coral2	gray75	lavenderblush3	red4
coral3	gray76	lavenderblush4	rosybrown
coral4	gray77	lawngreen	rosybrown1
cornflowerblue	gray78	lemonchiffon	rosybrown2
cornsilk	gray79	lemonchiffon1	rosybrown3
cornsilk1	gray80	lemonchiffon2	rosybrown4
cornsilk2	gray81	lemonchiffon3	royalblue
cornsilk3	gray82	lemonchiffon4	royalblue1
cornsilk4	gray83	lightblue	royalblue2
crimson	gray84	lightblue1	royalblue3
cyan	gray85	lightblue2	royalblue4
cyan1	gray86	lightblue3	saddlebrown
cyan2	gray87	lightblue4	salmon
cyan3	gray88	lightcoral	salmon1
cyan4	gray89	lightcyan	salmon2
darkgoldenrod	gray90	lightcyan1	salmon3
darkgoldenrod1	gray91	lightcyan2	salmon4
darkgoldenrod2	gray92	lightcyan3	sandybrown
darkgoldenrod3	gray93	lightcyan4	seagreen
darkgoldenrod4	gray94	lightgoldenrod	seagreen1
darkgreen	gray95	lightgoldenrod1	seagreen2
darkkhaki	gray96	lightgoldenrod2	seagreen3
darkolivegreen	gray97	lightgoldenrod3	seagreen4
darkolivegreen1	gray98	lightgoldenrod4	seashell
darkolivegreen2	gray99	lightgoldenrodyellow	seashell1
darkolivegreen3	gray100	lightgray	seashell2
darkolivegreen4	green	lightgrey	seashell3
darkorange	green1	lightpink	seashell4
darkorange1	green2	lightpink1	sienna

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darkorange2	green3	lightpink2	sienna1
darkorange3	green4	lightpink3	sienna2
darkorange4	greenyellow	lightpink4	sienna3
darkorchid	grey	lightsalmon	sienna4
darkorchid1	grey0	lightsalmon1	skyblue
darkorchid2	grey1	lightsalmon2	skyblue1
darkorchid3	grey2	lightsalmon3	skyblue2
darkorchid4	grey3	lightsalmon4	skyblue3
darksalmon	grey4	lightseagreen	skyblue4
darkseagreen	grey5	lightskyblue	slateblue
darkseagreen1	grey6	lightskyblue1	slateblue1
darkseagreen2	grey7	lightskyblue2	slateblue2
darkseagreen3	grey8	lightskyblue3	slateblue3
darkseagreen4	grey9	lightskyblue4	slateblue4
darkslateblue	grey10	lightslateblue	slategray
darkslategray	grey11	lightslategray	slategray1
darkslategray1	grey12	lightslategrey	slategray2
darkslategray2	grey13	lightsteelblue	slategray3
darkslategray3	grey14	lightsteelblue1	slategray4
darkslategray4	grey15	lightsteelblue2	slategrey
darkslategrey	grey16	lightsteelblue3	snow
darkturquoise	grey17	lightsteelblue4	snow1
darkviolet	grey18	lightyellow	snow2
deeppink	grey19	lightyellow1	snow3
deeppink1	grey20	lightyellow2	snow4
deeppink2	grey21	lightyellow3	springgreen
deeppink3	grey22	lightyellow4	springgreen1
deeppink4	grey23	limegreen	springgreen2
deepskyblue	grey24	linen	springgreen3
deepskyblue1	grey25	magenta	springgreen4
deepskyblue2	grey26	magenta1	steelblue
deepskyblue3	grey27	magenta2	steelblue1
deepskyblue4	grey28	magenta3	steelblue2
dimgray	grey29	magenta4	steelblue3
dimgrey	grey30	maroon	steelblue4
dodgerblue	grey31	maroon1	tan
dodgerblue1	grey32	maroon2	tan1
dodgerblue2	grey33	maroon3	tan2
dodgerblue3	grey34	maroon4	tan3
dodgerblue4	grey35	mediumaquamarine	tan4
firebrick	grey36	mediumblue	thistle
firebrick1	grey37	mediumorchid	thistle1
firebrick2	grey38	mediumorchid1	thistle2
firebrick3	grey39	mediumorchid2	thistle3
firebrick4	grey40	mediumorchid3	thistle4
floralwhite	grey41	mediumorchid4	tomato
forestgreen	grey42	mediumpurple	tomato1
gainsboro	grey43	mediumpurple1	tomato2
ghostwhite	grey44	mediumpurple2	tomato3
gold	grey45	mediumpurple3	tomato4
gold1	grey46	mediumpurple4	transparent
gold2	grey47	mediumseagreen	turquoise
gold3	grey48	mediumslateblue	turquoise1
gold4	grey49	mediumspringgreen	turquoise2

Visualizing IBM SAN Volume  
Controller FlashCopy Mappings

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goldenrod	grey50	mediumturquoise	turquoise3
goldenrod1	grey51	mediumvioletred	turquoise4
goldenrod2	grey52	midnightblue	violet
goldenrod3	grey53	mintcream	violetred
goldenrod4	grey54	mistyrose	violetred1
gray	grey55	mistyrose1	violetred2
gray0	grey56	mistyrose2	violetred3
gray1	grey57	mistyrose3	violetred4
gray2	grey58	mistyrose4	wheat
gray3	grey59	moccasin	wheat1
gray4	grey60	navajowhite	wheat2
gray5	grey61	navajowhite1	wheat3
gray6	grey62	navajowhite2	wheat4
gray7	grey63	navajowhite3	white
gray8	grey64	navajowhite4	whitesmoke
gray9	grey65	navy	yellow
gray10	grey66	navyblue	yellow1
gray11	grey67	oldlace	yellow2
gray12	grey68	olivedrab	yellow3
gray13	grey69	olivedrab1	yellow4
gray14	grey70	olivedrab2	yellowgreen
gray15	grey71	olivedrab3	
gray16	grey72	olivedrab4	
gray17	grey73	orange	