

# Repository

A Repository represents the general location of a [Volume](#).

## Repository-ID

A Repository-ID is a string of up to four alphanumeric characters and is permanently assigned at creation.

Each Repository-ID must be unique within its' [Media type](#).

## Description

A Repository object has a description field. This allows a user-friendly description of up to twenty alphanumeric characters to be associated with the Repository ID.

## Dependencies

- [Media type](#) (parent)

## Options

- [allow\\_deletes](#)
- [allow\\_overlaps](#)
- [allowable\\_volume\\_ids](#)
- [capacity](#)
- [confirm\\_container\\_contents](#)
- [coordinates](#)
- [deassign\\_from\\_container](#)
- [disallow\\_backward\\_next\\_move\\_date\\_changes](#)
- [do\\_not\\_slot\\_if\\_container](#)
- [do\\_not\\_slot](#)
- [empty\\_container](#)
- [enable\\_slotting](#)
- [force\\_simple\\_management](#)
- [guid](#)
- [highwater\\_offset](#)
- [internal](#)
- [late\\_threshold](#)
- [move\\_container\\_contents](#)
- [movement\\_mode](#)
- [next\\_repository](#)

- [no\\_distribution](#)
- [no\\_next\\_repository](#)
- [no\\_remove](#)
- [offsite](#)
- [primary](#)
- [require\\_tag\\_reset](#)
- [require\\_tag](#)
- [reset\\_data\\_cluster](#)
- [retain\\_moving\\_slot](#)
- [scratch\\_mode](#)
- [scratch\\_priority](#)
- [sort\\_sequence](#)
- [type](#)

## Creating a Repository

A Repository Object can be created using

- [Adding and managing a Repository with TapeTrack TapeMaster.](#)

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