DUMPSARENA

Unity Solutions Specialist Exam for Implementation Engineers

EMC E20-393

Version Demo

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Topic Break Down

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Topic 1, Dell EMC Unity System Concepts	74
Topic 2, Dell EMC Unity System Installation and Initial Configuration	50
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QUESTION NO: 1

Using the fan-out topology, what is the maximum number of sites a resource can be replicated to asynchronously?

A. 2

B. 4

C. 6

D. 8

ANSWER: B

Explanation:

4 is correct. In Dell EMC Unity asynchronous replication, a fan-out topology allows one production source resource to maintain independent asynchronous replication relationships with as many as four destination resources at different remote sites. This design is useful when the same production data must be protected for multiple purposes or locations, such as a primary disaster-recovery location, a secondary recovery location, and separate sites for testing or reporting. Each destination is managed as a distinct asynchronous replication session, with its own configured recovery point objective and replication status.

The four-site value refers to the maximum number of destination sites to which the single source resource can replicate; it does not include the source site itself. Administrators should plan bandwidth, destination capacity, and replication scheduling for every enabled relationship, because the source system must service each outgoing asynchronous replication session. Dell's Unity replication documentation describes fan-out as supporting up to four remote destination systems for a source resource. See the Dell EMC Unity Replication Technologies white paper and the Dell Unity Replication Configuration documentation for topology and configuration details.

QUESTION NO: 2

What features are available with Dell EMC UnityVSA?

A. Synchronous and Asynchronous Replication

B. HOST I/O Limits and VVols

C. FAST VP and FAST Cache

D. Thin provisioning and Fibre Channel connectivity

ANSWER: B

Explanation:

HOST I/O Limits and VVols is correct. Dell EMC UnityVSA provides host I/O limits, which allow administrators to apply performance limits to a host or host group. These limits can be configured as IOPS and/or bandwidth thresholds, helping control the impact that a workload has on the virtual storage appliance's available resources. This is useful in shared or test/development environments where workload isolation and predictable resource consumption are important.

UnityVSA also supports VMware Virtual Volumes (vVols). Through its VASA provider integration, UnityVSA can present vVol datastores to VMware vSphere and enable storage-policy-based management at the virtual-machine and virtual-disk level. VMware vVol support lets VMware administrators apply storage capabilities and policies directly to virtual-machine storage while UnityVSA handles the underlying storage operations.

These capabilities are software-based Unity features that can be delivered by the virtual storage appliance architecture. Dell's UnityVSA documentation describes supported storage services and VMware integration, including vVol functionality. See the Dell Unity Virtual Volumes documentation and the Dell UnityVSA Info Hub.

QUESTION NO: 3

According to Dell EMC best practices, how should off-site data be asynchronously replicated for a DR solution?

A. Include a Flash tier in a hybrid pool where asynchronous replication will be active on the source only.

B. Include a Flash tier in a hybrid pool where asynchronous replication will be active on both the source and destination.

C. Configure the RLP on both the source and destination arrays equal to 20% of the data to be replicated

D. Configure the sync replication ports on the CAN for 16Gb Fibre Channel on both the source and destination.

ANSWER: A

Explanation:

Include a Flash tier in a hybrid pool where asynchronous replication will be active on the source only. In an asynchronous Dell EMC Unity replication design, the production-side source resource must efficiently absorb host writes while tracking changed blocks and preparing replication updates for transmission at each synchronization interval. A Flash tier in the source hybrid pool supports this write-intensive activity by providing lower-latency capacity for the active data and replication-related processing. This helps maintain application performance while the system creates and transfers asynchronous updates to the DR site.

The destination is ordinarily a passive DR copy and is not servicing the same production host-write workload during normal operation. Therefore, Dell EMC best-practice guidance focuses the Flash-tier requirement on the hybrid pool at the asynchronous replication source. This design appropriately directs higher-performance flash resources to the array and pool where ongoing production changes originate, while allowing the remote DR system to be sized according to its recovery requirements. Dell describes Unity replication configuration and asynchronous-replication behavior in its Unity Replication Configuration Guide and replication concepts in the Dell Unity replication technologies documentation.

QUESTION NO: 4

When creating a new LUN on a Dell EMC Unity array using Unisphere, what is the default setting of the Data Reduction feature?

A. OFF for thick LUNs and ON for thin LUNs

B. ON for thick LUNs and OFF for thin LUNs

C. ON for thin LUNs in an All-Flash pool

D. OFF for thin LUNs in an All-Flash pool

ANSWER: C

Explanation:

ON for thin LUNs in an All-Flash pool is correct. Dell EMC Unity data reduction combines inline zero detection, compression, and deduplication to reduce the physical capacity consumed by stored data. When a thin LUN is created in an All-Flash pool through Unisphere, data reduction is enabled by default, so the LUN is created with the feature active unless the administrator deliberately changes that setting during provisioning. This default aligns with the intended use of All-Flash pools, where Unity can use the performance characteristics of flash media while improving effective capacity and lowering the amount of physical storage required. Administrators should still evaluate the workload and expected data type, because already-compressed or encrypted data may provide little additional reduction. The default is specifically tied to thin LUN provisioning in an All-Flash pool; the pool type and LUN provisioning type therefore matter when identifying the expected initial setting. Dell's Unity documentation and support resources describe the platform's storage-efficiency and data-reduction capabilities in its Unity product documentation: Dell Unity Family documentation and Dell Unity XT Family overview.

QUESTION NO: 5

Which command can be issued from the vSphere client to configure an IP management address?

A. svc_initialize_system

B. svc_initialize_config

C. svc_initial_system

D. svc_initial_config

ANSWER: D

Explanation:

`svc_initial_config` is the command used from the vSphere Client console to start initial network configuration and assign the Unity virtual appliance's management IP address. During deployment of a Dell UnityVSA, the appliance initially requires console-based configuration before it can be administered through Unisphere. Entering this service command launches the initial-configuration workflow, where the administrator supplies the management-network settings needed for the system to become reachable, including its management IP information and associated network parameters. Once that initial setup is complete and the address is accessible, administrators can connect to the Unity management interface and continue configuring storage resources, hosts, and services.

This command is specifically associated with the initial configuration process for a UnityVSA deployed in VMware vSphere, rather than ordinary ongoing system administration. Dell's UnityVSA deployment documentation describes using the VM console in vSphere to perform this initial configuration stage. See Dell's UnityVSA Configuration Guide and the Dell Unity support knowledge base for Unity deployment and initial-setup guidance.

QUESTION NO: 6

What can be used by advanced users to create scripts for automating routine Unity tasks?

A. Unisphere GUI

B. Unisphere CLI commands

C. CloudIQ

D. UEMCLI commands

ANSWER: B

Explanation:

Unisphere CLI commands are correct because the Unity Unisphere Command-Line Interface is designed for command-driven administration and automation. Advanced administrators can run CLI operations directly from a shell and incorporate them into scripts to perform repeatable management activities without manually navigating the Unisphere graphical interface. This supports consistent execution of routine operational workflows, including querying system configuration and status, provisioning and managing storage resources, and carrying out other supported Unity management operations. Scripts can also use command output and return codes to validate results and integrate Unity administration with broader operational processes or scheduling tools. The Unity CLI documentation specifically describes the CLI as a management interface intended to enable command execution and automation of routine tasks. In practice, the CLI client is commonly invoked through the `uemcli` executable, but the applicable management capability is the Unisphere CLI command set. See the Dell EMC Unity CLI User Guide introduction and the Dell Unity product documentation portal.

QUESTION NO: 7



Based on the exhibit, which port can provide either Fibre Channel or Ethernet connectivity for host access?

A. A

B. B

C. C

D. D

ANSWER: D

Explanation:

The port identified by **D** is the converged network adapter (CNA) connection. On supported Dell EMC Unity systems, CNA connectivity is designed to provide front-end host access using either Fibre Channel or Ethernet protocols. This flexibility lets an implementation use the same applicable port type for block-host connectivity while selecting the protocol appropriate to the environment: Fibre Channel for an FC SAN, or Ethernet-based connectivity for IP storage deployments such as iSCSI. The protocol is determined by the installed hardware and supported Unity configuration; it is not intended to provide both protocol personalities simultaneously from one physical port configuration.

Recognizing this distinction is important during implementation because host connectivity must be planned with the array's I/O module and port capabilities in mind. The CNA capability is specifically what makes the depicted port suitable for either FC or Ethernet host access. Dell's Unity documentation describes the platform hardware, I/O options, and supported host connectivity configurations in the Dell EMC Unity 300 documentation and the Dell EMC Unity Family Technical Overview.

QUESTION NO: 8

A storage administrator is creating a storage pool on a Unity Hybrid system using SAS drives. Which RAID protection level is supported for a pool composed of SAS drives?

A. RAID 1

B. RAID 5

C. RAID 6 only

D. RAID 10 only

ANSWER: B

Explanation:

RAID 5 is correct. Unity Hybrid pools support RAID 5 protection for SAS drives. RAID 5 distributes parity across the drives in a RAID group and provides protection from a single drive failure while maintaining a balance between usable capacity and performance.

Unity also supports other RAID layouts depending on the drive type and selected pool configuration. The available protection choices should be selected according to workload performance, capacity, and fault-tolerance requirements. Dell Unity pool configuration guidance is available in the Dell Unity Family documentation.

QUESTION NO: 9 - (DRAG DROP)

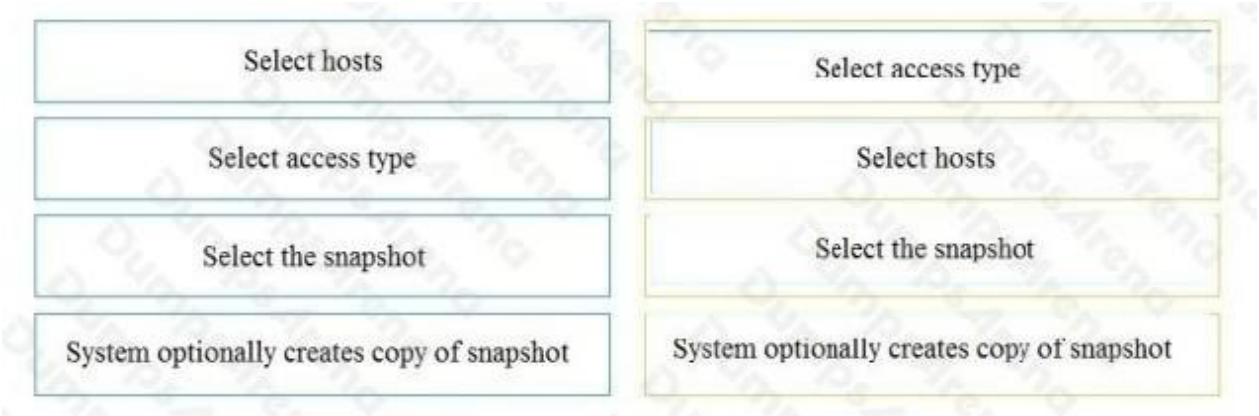
DRAG DROP

What is the correct order of steps to attach a snapshot to a host?

Select and Place:



ANSWER:



Explanation:

Attaching a Unity snapshot to a host follows an ordered workflow because the system needs to establish the intended host presentation characteristics before finalizing the snapshot attachment. The process starts by selecting the access type. This defines how the attached snapshot will be presented, such as the appropriate read-only or read/write access behavior for the use case. Establishing this setting first ensures the attachment operation uses the desired host-access semantics from the beginning.

Next, the hosts that require access to the snapshot are selected. Unity uses this information to apply the attachment to the relevant host initiators and their associated storage connectivity. After the access type and hosts are defined, the snapshot to be attached is selected. This completes the required configuration information for the operation: the intended access behavior, the receiving hosts, and the specific point-in-time snapshot.

Finally, Unity may optionally create a copy of the snapshot during the attachment process. This capability supports the operational need to expose snapshot data to a host while preserving the appropriate snapshot relationship and handling requirements for the selected access mode. Therefore, the correct sequence is: select access type, select hosts, select the snapshot, and allow the system to optionally create a copy of the snapshot. Dell Unity documentation on snapshot and host operations is available through the Dell Unity configuration documentation.

QUESTION NO: 10

Which disk format is recommended for Dell EMC UnityVSA OVA?

A. Thick Provision Lazy Zeroed

B. raw

C. Thick Provision Eager Zeroed

D. Thin Provision

ANSWER: C

Explanation:

Thick Provision Eager Zeroed is the recommended virtual-disk format when deploying the Dell EMC UnityVSA OVA. This format allocates the complete configured capacity of each UnityVSA virtual disk during deployment and initializes (zeroes) the disk blocks immediately. As a result, UnityVSA does not encounter first-write initialization work later during normal storage operations. That predictable allocation and initialization behavior supports more consistent performance for the virtualized storage appliance and avoids delays associated with on-demand disk-block zeroing.

The UnityVSA deployment procedure specifically identifies Thick Provision Eager Zeroed as the recommended disk format in the VMware OVA deployment workflow. Administrators should also ensure that the target datastore has sufficient physical capacity before deployment, because the full virtual-disk capacity is reserved at creation time. This recommendation is particularly relevant for the UnityVSA data disks, whose performance directly affects the storage services delivered by the appliance. See the Dell EMC UnityVSA installation guidance at Dell EMC UnityVSA deployment documentation and VMware's description of virtual-disk provisioning formats at VMware virtual machine disk formats.

QUESTION NO: 11

When can Data at Rest Encryption (D@RE) be enabled?

A. License is applied the first time

B. Management IP is assigned

C. LUN is created

D. File system is created

ANSWER: A

Explanation:

"License is applied the first time" is correct. On Dell EMC Unity systems, native Data at Rest Encryption is enabled by installing the D@RE license during the initial configuration process, before the system is put into normal service and storage resources are provisioned. This initial application establishes the encryption configuration and causes data written to the system thereafter to be protected using the platform's native encryption capabilities. The encryption feature is licensed per storage system and is not enabled as a consequence of assigning network management settings or creating an individual block or file resource. Planning the D@RE decision at deployment is important because it is a system-level security configuration that is intended to be established at initial setup. Dell EMC's Unity D@RE documentation describes enabling encryption by applying the appropriate license as part of the initial system configuration and explains the system-wide nature of the feature. See the Dell EMC Unity Data at Rest Encryption white paper and the Dell Unity D@RE overview.

QUESTION NO: 12

A Unity storage system is installed with 10 Gb optical SFPs in CNA ports 4 and 5 of both Storage Processors. The storage administrator has had a request from a user to connect to the storage system through Fibre Channel.

How can the administrator reconfigure the CNA ports for 16Gb Fibre Channel SFPs?

A. Configure all CNA ports for 16Gb Fibre Channel

B. Configure CNA port 4 of SPA and SPB as 10Gb optical Configure CNA port 5 of SPA and SPB as 16 Gb Fibre Channel

C. Configure CNA port 4 and 5 of SPA as 10 Gb optical Configure CNA ports 4 and 5 of SPB as 16 Gb Fibre Channel

D. CNA ports cannot be reconfigured once they are committed

ANSWER: D

Explanation:

CNA ports cannot be reconfigured once they are committed is correct. On the Unity platform, a converged network adapter port must be assigned an I/O personality—either Ethernet or Fibre Channel—when that port is initially configured. Installing and configuring the 10 Gb optical SFPs commits the CNA ports to Ethernet operation. This personality is not a setting that can subsequently be changed in Unisphere simply by replacing the optics or altering the configuration of one storage processor.

Unity also requires the corresponding CNA ports on both storage processors to maintain the same configuration for high availability. Therefore, the existing ports cannot be repurposed as 16 Gb Fibre Channel ports after their Ethernet configuration has been committed. Fibre Channel connectivity must instead be planned using appropriate available FC-capable hardware and supported configuration procedures. This behavior protects the consistency of the storage-system hardware configuration and prevents an unsupported mixed or asymmetric I/O personality arrangement between the storage processors.

Dell Technologies Unity documentation and support resources are available from the Dell Unity documentation page and the Dell Technologies knowledge base.

QUESTION NO: 13

A storage administrator wants to add as asynchronous replication session to a pair of Unity systems with an existing synchronous replication session that is operating correctly. Which configuration steps are needed?

A. Create Replication interfaces on both systems. Modify the Replication Connection Mode.
Run a Replication Connection Verify and Update operation.

B. Create Replication Interfaces on the source system. Modify the Mode for Replication Connection.
Perform a manual Sync operation on the Asynchronous session.

C. Create Replication Interfaces on destination system.
Establish FC connectivity using the Synchronous FC Ports of each system. Perform a manual Sync operation on the Asynchronous session.

D. Create Replication Interfaces on both systems.
Establish FC connectivity using the Synchronous FC Ports of each system.
Run a Verify and Update operation for the Replication Connection

ANSWER: A

Explanation:

Create Replication interfaces on both systems. Modify the Replication Connection Mode. Run a Replication Connection Verify and Update operation. is correct because a Unity replication connection must have the network connectivity required for the replication type that will use it. A connection already supporting synchronous replication does not automatically provide the asynchronous replication interfaces needed for an asynchronous session. Replication interfaces must therefore be created and configured on both the source and destination systems for asynchronous replication traffic.

The existing inter-system replication connection must then be changed to a mode that supports asynchronous replication in addition to the currently operational synchronous configuration. After the interface and connection-mode changes, the Verify and Update operation validates communication and updates the replication connection with the new interface configuration. Once verification succeeds, the systems have the required asynchronous replication connectivity and the administrator can create the asynchronous replication session using that connection. This approach preserves the established synchronous replication capability while extending the connection for asynchronous use. Dell Unity documentation describes replication interface configuration, replication connection configuration, and verification as prerequisites for remote replication setup. See the Dell Unity product documentation and Dell's Unity replication knowledge-base guidance.

QUESTION NO: 14

A system administrator is browsing their local management station for a Unity license file. Which file extension is used for Unity license files?

A. .lic

B. .rsa

C. .lin

D. .cer

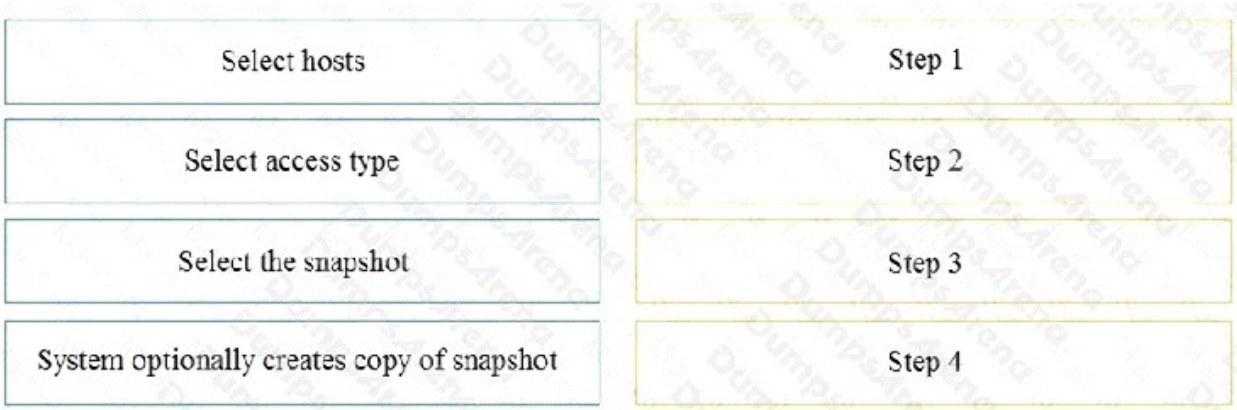
ANSWER: A

Explanation:

The correct file extension is **.lic**. Dell EMC Unity software licenses are delivered as license files with the **.lic** extension. During licensing, the administrator obtains the appropriate file from Dell Technologies' licensing process, saves it to a location accessible from the management workstation, and imports it through Unisphere or the relevant Unity management workflow. The file contains the entitlement information used by the Unity system to enable the licensed feature set; it is not merely a certificate or a generic text file. Therefore, when locating a Unity license file on a local station before an import operation, the administrator should select the file ending in **.lic**. Dell's Unity product-support documentation provides the documentation and support resources for Unity configuration and administration, including licensing-related procedures: Dell Unity documentation. Dell Technologies also provides its licensing portal and associated licensing resources through Dell Technologies Licensing, where entitlement-based license files can be managed and obtained.

QUESTION NO: 15 - (SIMULATION)

What is the correct order of steps to attach a snapshot to a host?



ANSWER: See the explanation for the answer

Explanation:

Correct order:

When attaching a Unity snapshot, first identify the snapshot to expose and then select the host initiators/host. Select the required access type. If the requested access requires it (for example, writable access), Unity can create a copy of the snapshot before presenting it to the host.

QUESTION NO: 16

What is a benefit of using VVols?

A. All VMs on a datastore are snapped simultaneously

B. Enables backup of Dell EMC Unity file data to a tape library unit

C. Individual VMs on a datastore can be snapped

D. Enables the assignment of isolated, file storage partitions

ANSWER: C

Explanation:

Individual VMs on a datastore can be snapped is correct because VMware Virtual Volumes (VVols) provide storage management at the virtual-machine and virtual-disk level rather than applying all storage operations uniformly to a traditional shared datastore. With VVols, each VM is represented on the storage array by separate storage objects, and the array uses VMware's VASA integration to apply policies and data services to those objects. This granularity allows a snapshot operation to target a particular VM and its associated virtual disks, without requiring every VM using the same storage container to be included in the snapshot.

For a Dell EMC Unity implementation, this enables array-based snapshot capabilities to align more closely with individual VM requirements. Administrators can therefore protect, recover, and manage a specific workload according to its assigned storage policy, supporting more precise operational control than a datastore-wide approach. VMware describes VVols as enabling VM-level storage operations and policy-driven control through the storage array. See the VMware Virtual Volumes FAQ and the vSphere Virtual Volumes documentation.

QUESTION NO: 17

A storage administrator is creating FAST Cache on a Unity Hybrid system.

How are the SSDs configured for FAST Cache protection?

A. Mirrored pairs

B. RAID 5 groups

C. RAID 6 groups

D. Independent single-drive groups

ANSWER: A

Explanation:

FAST Cache SSDs are configured in mirrored pairs. FAST Cache is a system-level extension of Storage Processor cache that uses dedicated SSD capacity to accelerate frequently accessed data. Mirroring protects the cached data if an SSD fails and is required for the availability and data-protection characteristics of the cache.

The SSDs used for FAST Cache are dedicated to that feature and are not available for allocation to a storage pool. The selected drives must meet the Unity platform requirements for supported FAST Cache drive types and capacities. Dell Unity configuration and hardware documentation is available through the Dell Unity Family documentation portal.

QUESTION NO: 18

For high availability within iSCSI, connections should be attached using what?

A. Different subnets

B. Flow control

C. Twinax cables

D. Jumbo frames

ANSWER: A

Explanation:

Different subnets is correct because iSCSI high availability depends on establishing independent network paths between the host initiators and the Unity storage-system iSCSI target interfaces. Assigning the paths to separate IP subnets creates distinct network connectivity domains and enables multipathing software to identify and use separate storage paths correctly. A host can then maintain access to its LUNs through an alternate iSCSI path when a path, target interface, switch connection, or storage processor path becomes unavailable.

For Unity implementations, iSCSI networking is designed around redundant Ethernet interfaces, switch infrastructure, and host paths. Each path should be configured so that it has appropriate IP addressing and routing isolation for iSCSI multipath operation. Using different subnets supports this design by preventing both paths from relying on the same Layer-3 network and by allowing the host's multipath configuration to provide resilient failover behavior. This arrangement should be paired with properly configured host multipathing and redundant physical network components to deliver end-to-end availability. Dell's Unity documentation and product documentation portal provide the applicable iSCSI host-connectivity and configuration guidance: Dell Unity product documentation and Dell Unity Host Connectivity Guide.

QUESTION NO: 19

What are four constraints defined in a VMware Capability Profile?

A. Service Level, Access, Protocol, and Space Efficiency

B. Capacity, Drive Type, RAID Level, and Data Reduction

C. Protocol Endpoint, Drive Type, RAID Level, and VM UUID

D. Service Level, Drive Type, RAID Level, and Space Efficiency

ANSWER: D

Explanation:

Service Level, Drive Type, RAID Level, and Space Efficiency are the four constraints defined by a VMware Capability Profile on Dell EMC Unity. In a VMware Virtual Volumes environment, Unity presents storage capabilities to vCenter so that VMware storage policies can match a virtual machine or virtual disk with storage that meets its required characteristics. The Service Level describes the performance tier associated with the storage resource. Drive Type identifies the underlying media characteristics available for the resource, while RAID Level identifies the protection layout used by the storage pool. Space Efficiency represents the storage-efficiency characteristics that can be used to meet policy requirements, such as thin provisioning and data-reduction capabilities where applicable. These constraints enable policy-based placement: when a VM storage policy requests a particular combination of capabilities, vCenter can select a compatible Unity Virtual Volumes datastore and provision the virtual volume accordingly. This integration lets administrators express workload requirements in VMware terms while Unity advertises the relevant array-side capabilities. Dell's Unity virtualization integration documentation illustrates these capability-profile constraints in its VMware Virtual Volumes configuration material. See the Dell EMC Unity Virtualization Integration white paper and Dell's Unity vVols technical overview.

QUESTION NO: 20

A storage administrator is tasked with creating a DR solution for block and file storage resources. The company has multiple regional and international sites containing a mix of physical and virtual Dell EMC Unity systems.

What are considerations for the storage administrator in creating the DR solution?

A. Synchronous remote replication should be restricted to within 100 km between sites to keep latency below 10 ms. Block storage resources can be replicated synchronously and asynchronously.

B. Asynchronous replication ensures zero data loss to the remote replica in disaster conditions. Block storage resources can be replicated synchronously and asynchronously.

C. Asynchronous replication over long distance does not impact latency. Asynchronous replication ensures zero data loss to the remote replica in disaster conditions.

D. Synchronous remote replication should be restricted to within 100 km between sites to keep latency below 10 ms. File and block storage resources can be replicated synchronously and asynchronously.

ANSWER: A

Explanation:

Synchronous remote replication should be restricted to within 100 km between sites to keep latency below 10 ms. Block storage resources can be replicated synchronously and asynchronously. This is the appropriate design consideration because Unity synchronous replication is intended for block resources requiring a very low recovery-point objective. Each host write must be committed at both the production and remote systems before completion is acknowledged, so replication-link latency directly affects application write latency. Dell guidance therefore calls for a low-latency connection—less than 10 ms round-trip time—and a relatively local deployment, generally within approximately 100 km. These limits help ensure that synchronous protection delivers its intended near-zero-data-loss behavior without introducing unacceptable latency to production workloads. Where sites are farther apart, Unity asynchronous replication provides a practical DR design for block resources, with updates transferred according to the configured replication schedule. The administrator should assess workload latency sensitivity, intersite distance, bandwidth, and recovery-point requirements before selecting the replication mode. Dell's Unity replication documentation describes the supported remote-replication modes and their use for block resources: Dell EMC Unity Replication Technologies. Additional Unity product documentation is available from the Dell Unity Family documentation portal.

QUESTION NO: 21

Two fans have failed on the SPE. How much time does the Dell EMC Unity system allow before the SP is shut down?

A. 2 min

B. 3 min

C. 4 min

D. 5 min

ANSWER: D

Explanation:

5 min is correct. Dell EMC Unity continuously monitors the Storage Processor Enclosure (SPE) cooling environment to protect the storage processors and other enclosure components from overheating. A single fan fault is reported and should be serviced promptly, but when two SPE fans have failed, the enclosure no longer has sufficient cooling redundancy to safely sustain normal operation indefinitely. Unity therefore starts a five-minute protection interval. This limited period provides time for monitoring software to report the critical hardware condition and for dependent services to handle the impending shutdown in an orderly manner. If the cooling condition has not been restored by the end of that interval, the affected Storage Processor shuts down automatically to prevent heat-related damage and preserve system integrity. Administrators should treat a dual-fan failure as an immediate service event, use Unisphere or system alerts to confirm the failed fan modules, and replace the failed field-replaceable units according to the platform service procedure. Dell's Unity documentation portal provides the applicable hardware installation, service, and technical specification documents for each Unity model: Dell Unity Family documentation. Dell also provides Unity support resources and product information at Dell Unity Family storage.

QUESTION NO: 22

Asynchronous remote replication is configured for a NAS Server and its associated file systems. What operations can be performed to make data available if the primary site goes down?

A. Failover operation on the NAS Server session, then a Failover operation on each of the file system sessions

B. Failover with Sync operation on each of the file system sessions, then a Failover with Sync operation on the NAS Server session.

C. Failover operation on each of the file system session, then a Failover operation on the NAS Server session.

D. Failover with Sync operation on the NAS Server session, then a Failover with Sync operation on each of the file system sessions.

ANSWER: A

Explanation:

Failover operation on the NAS Server session, then a Failover operation on each of the file system sessions is correct. In a Unity asynchronous replication disaster scenario where the primary site is unavailable, the destination resources must be activated using a failover operation. A NAS Server is the parent resource for its file systems: it supplies the NAS identity and service context through which the replicated file systems are accessed. Therefore, the NAS Server replication session must be failed over first. Once the destination NAS Server is active, each associated file-system replication session can be failed over, making the destination file systems writable and available to client access at the recovery site.

A normal failover is appropriate when the source system cannot be contacted, because recovery must proceed using the most recently replicated data available at the destination. The resulting recovery point is therefore governed by the configured asynchronous replication schedule and the last successfully completed synchronization. Dell Unity documentation describes failover as the operation used to activate the destination resource during a disaster and documents the dependency-aware recovery ordering for NAS Server and file-system replication. See the Dell Unity replication configuration documentation and the Dell KB guidance for NAS Server and file-system replication.

QUESTION NO: 23

Which severity level alerts for a fault condition that has occurred, has minor impact on the system, and does not need to be fixed immediately?

A. Critical

B. Notice

C. Error

D. Warning

ANSWER: D

Explanation:

Warning is the appropriate Unity event severity for a fault that has occurred but has only a minor impact on system operation and does not require immediate corrective action. Unity assigns severity levels so administrators can prioritize their response to events: warning-level events should be reviewed and addressed as appropriate, but they do not indicate an urgent condition requiring immediate intervention. This classification helps operations teams distinguish conditions that need monitoring or planned remediation from conditions that may affect availability or require rapid action.

In Unity, event and alert severity is presented in Unisphere and can also be used when configuring alert notifications. Administrators should investigate warning events, determine their operational relevance, and schedule corrective work where needed, while continuing to monitor the system for escalation or related events. Dell provides Unity product documentation, including event and alert references, through its documentation portal: Dell Unity Family Documentation. Additional Unity support resources and technical documentation are available from Dell Unity Family Support.

QUESTION NO: 24

A Unity storage system is installed with 10 Gb optical SFPs in CNA ports 4 and 5 of both Storage Processors. The storage administrator has had a request from a user to connect to the storage system through Fibre Channel.

How can the administrator reconfigure the CNA ports for 16Gb Fibre Channel SFPs?

A. Configure all CNA ports for 16Gb Fibre Channel

B. Configure CNA port 4 of SPA and SPB as 10Gb opticalConfigure CNA port 5 of SPA and SPB as 16 Gb Fibre Channel

C. Configure CNA port 4 and 5 of SPA as 10 Gb opticalConfigure CNA ports 4 and 5 of SPB as 16 Gb Fibre Channel

D. CNA ports cannot be reconfigured once they are committed

ANSWER: D

Explanation:

CNA ports cannot be reconfigured once they are committed is correct. On a Unity system, a configurable network adapter port must be assigned its operating personality during the initial configuration process. The personality determines whether the physical CNA port operates as Ethernet or Fibre Channel. After the port configuration has been committed, Unity does not support changing that port from 10 Gb Ethernet optical operation to 16 Gb Fibre Channel operation. Replacing the installed SFP alone does not alter the committed protocol personality of the CNA port.

Consequently, the requested Fibre Channel connectivity cannot be enabled by reconfiguring the already committed CNA ports. The implementation design must account for the immutable CNA protocol assignment before initial configuration, and Fibre Channel requirements must be satisfied through appropriately configured and supported hardware and ports. This behavior protects the system's I/O configuration consistency and prevents unsupported protocol changes after the storage system has been placed into service. Dell's Unity documentation library, including installation and hardware configuration guidance, is available through Dell Unity Family Documentation. For platform support information and implementation resources, consult Dell Unity Support Matrix.

QUESTION NO: 25

A storage administrator is planning to move a NAS Server to the peer SP on a Dell EMC Unity XT system. The NAS Server and two of its associated file systems have active asynchronous replication sessions to a remote Dell EMC Unity XT system.

How should the storage administrator proceed?

A. Manually pause the replication sessions for the NAS Server and file systems.

B. Set the RPO value to 1440 for the NAS Server and file system replication sessions

C. Set the RPO value to 0 for the NAS Server and file system replication sessions

D. Failover the replication sessions for the NAS Server and file systems

ANSWER: C

Explanation:

Set the RPO value to 0 for the NAS Server and file system replication sessions before moving the NAS Server. On Dell EMC Unity XT, an asynchronous replication session with an RPO of 0 is not automatically synchronized on a schedule. This prevents a scheduled asynchronous update from being initiated while the NAS Server is being moved between storage processors. The NAS Server move changes the processor on which the file-service resources are active, so replication activity must be controlled before the move to maintain a clean, supported operational state for both the NAS Server replication session and the sessions for its associated file systems. After the move completes successfully, the administrator can restore each session's required nonzero RPO to resume scheduled asynchronous replication in accordance with the protection policy. This procedure preserves the existing replication configuration while safely preparing the NAS Server and dependent file systems for the peer-SP move. Dell's Unity documentation and support resources for the Unity family are available through the Dell Unity Family documentation page and the Dell Support knowledge base.

QUESTION NO: 26

What technology is used by Dell EMC Unity XT Snapshots?

A. Copy on First Write, which requires a storage resource reserved to hold original data that changed to preserve the point-in-time view.

B. Redirect on Write, which requires no storage resource to create a Snapshot; writes are redirected in the parent pool.

C. Copy on First Write, which requires no storage resource is needed to create a Snapshot, writes are copied pool.

D. redirect on Write, which requires a storage reserved to hold original data that changed to preserve the point-in-time view.

ANSWER: B

Explanation:

Dell EMC Unity XT snapshots use redirect-on-write technology. A snapshot is created quickly because Unity preserves the existing blocks that represent the point-in-time image and redirects subsequent host updates to new locations in the storage pool. This architecture avoids making a full physical copy of the storage resource when the snapshot is created. Snapshot capacity consumption is therefore tied to changed data and is drawn from the pool as writes occur, rather than requiring a separately reserved replica area containing copied original blocks at snapshot creation. The resulting snapshot retains access to the original point-in-time data while the production resource continues receiving updates. This design supports space-efficient point-in-time protection and enables thin clones to use snapshot data efficiently. Dell's Unity snapshot documentation describes Unity snapshots as redirect-on-write snapshots and explains their pool-based capacity behavior. See the Dell EMC Unity Snapshots and Thin Clones white paper and the Dell Unity snapshot management knowledge-base article.

QUESTION NO: 27

A Storage administrator needs to expand their FAST Cache. The current configuration consists of four 200 GB SAS Flash 2 drives.

What can be used to expand the FAST Cache?

A. Two 200 GB SAS Flash 2 drives

B. Two 400 GB SAS Flash 2 drives

C. Two 200 GB SAS Flash 3 drives

D. Two 400 GB SAS Flash 3 drives

ANSWER: A

Explanation:

Two 200 GB SAS Flash 2 drives can be used to expand this FAST Cache. FAST Cache is built from SSDs configured in redundant pairs, and an expansion must use a matched pair of drives that is compatible with the existing FAST Cache configuration. Because the installed cache contains 200 GB SAS Flash 2 drives, the additional pair must have the same 200 GB capacity and the same SAS Flash 2 drive type. This preserves a homogeneous FAST Cache configuration and allows the system to add capacity while maintaining the required mirrored-pair protection architecture.

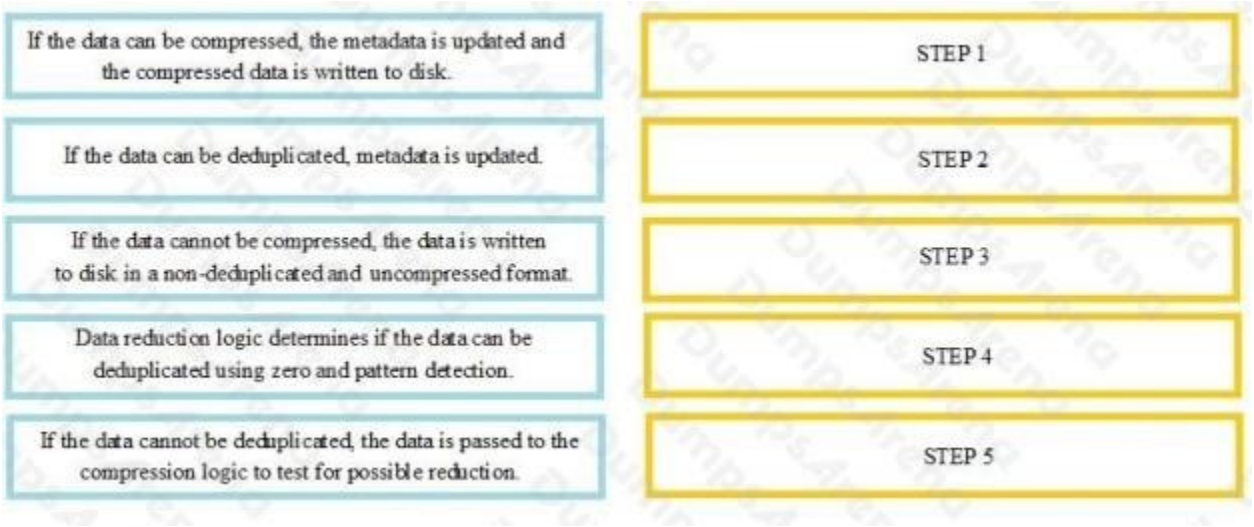
FAST Cache extends cache capacity by using flash drives to service frequently accessed data, reducing latency for suitable workloads. The expansion therefore adds another correctly matched flash pair to the existing four-drive configuration rather than changing the drive generation or capacity class. Dell EMC documentation for FAST Cache describes the flash-drive-pair design and the configuration requirements for adding cache capacity. See the Dell FAST Cache detailed review and the Dell VNX product documentation.

QUESTION NO: 28 - (DRAG DROP)

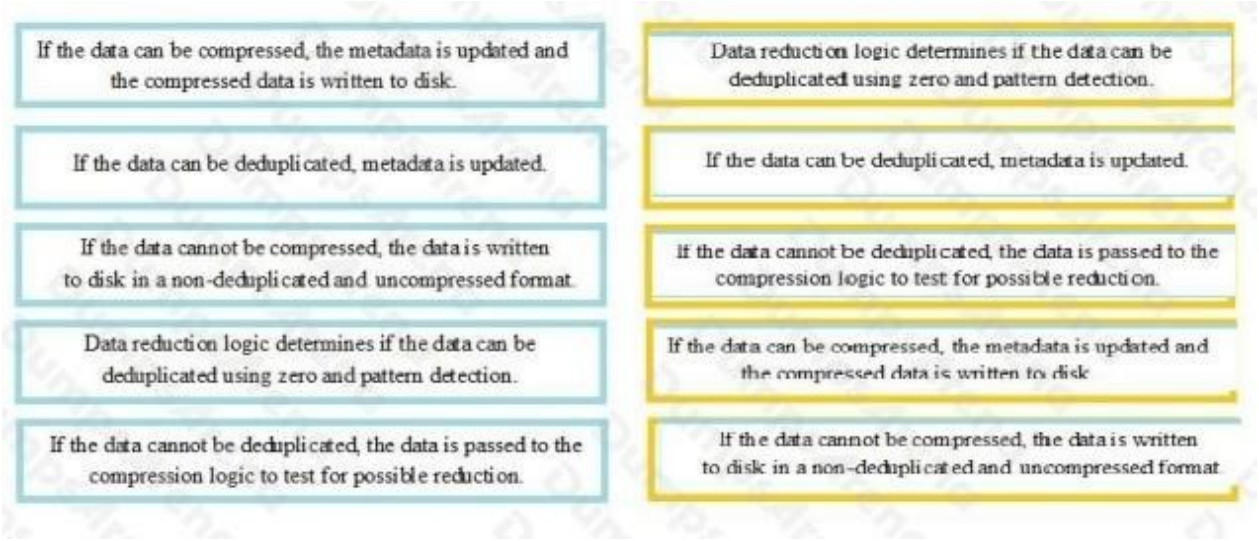
DRAG DROP

The cache has sent data to the Data Reduction logic during proactive cleaning or flushing. What is the correct sequence of steps taken by the Data Reduction logic?

Select and Place:



ANSWER:



Explanation:

Unity data reduction processing begins by examining incoming data for deduplication opportunities using zero detection and pattern detection. This must occur first because deduplication can avoid storing duplicate physical data blocks; when a duplicate or qualifying zero/pattern is found, Unity updates the relevant metadata to reference the already represented content rather than continuing that data through a compression workflow.

Data that is not deduplicated is then passed to compression logic for an additional reduction opportunity. Compression is therefore evaluated only after the deduplication check has not produced a deduplication result. If the data can be compressed, Unity updates metadata as needed and writes the compressed representation to disk. This preserves the mapping needed to read the data correctly while reducing the physical capacity required.

If compression cannot reduce the data, the system still must persist the data during the proactive-cleaning or flushing operation. It writes that data to disk as non-deduplicated and uncompressed content. Thus, the complete flow is deduplication detection, metadata update for deduplicated data, compression testing for remaining data, metadata update and disk write for compressed data, and finally an uncompressed disk write when compression is not possible. This sequence reflects Unity's use of data-reduction techniques before committing cache-flushed data to persistent storage. Dell Technologies' Unity documentation and product resources describe Unity data-efficiency capabilities, including deduplication and compression: Dell Unity XT storage and Dell Unity Family documentation.

QUESTION NO: 29

A storage administrator wants to asynchronously replicate a compressed LUN from the primary site to a Unity at the secondary site. Which statement describes this operation?

A. Replication of compresses data is controlled by the bandwidth throttle setting.

B. By default, replication compresses data sent to the destination.

C. The source data is uncompressed, then replicated to the destination.

D. The source data is replicated to the destination, then uncompressed.

ANSWER: C

Explanation:

The source data is uncompressed, then replicated to the destination. Unity compression is a capacity-efficiency feature applied to data stored on the system; it does not make asynchronous replication transfer the compressed on-disk representation of a LUN. When an asynchronous replication session processes updates for a compressed source LUN, Unity decompresses the applicable source data before sending it across the replication connection. Consequently, replication bandwidth planning must account for the uncompressed data stream rather than assuming that the space savings reported for the compressed LUN directly reduce WAN transfer requirements.

This behavior is particularly important when sizing the replication link and selecting an RPO. A LUN can have a substantially smaller physical footprint because of compression, while the amount of data that must be transmitted during an asynchronous update can reflect its decompressed form. Administrators should therefore assess change rate, update interval, available WAN bandwidth, and expected recovery-point objectives using the replication design guidance for the installed Unity OE release. Dell publishes Unity product documentation and implementation resources through its Unity Family documentation page and the Dell Unity Info Hub.

QUESTION NO: 30

Which Unity feature supports provisioning within vCenter, provides full visibility to physical storage, and increases management efficiency?

A. VSI

B. ODX

C. ESI

D. VAAI

ANSWER: A

Explanation:

VSI is correct. Dell EMC Virtual Storage Integrator is a VMware vCenter Server plug-in that integrates Unity storage administration into the vSphere client. It enables VMware administrators to perform common storage tasks directly in vCenter, including provisioning and managing datastores, while presenting Unity array and storage-resource information in the virtualization-management interface. This centralized workflow gives administrators visibility into the physical storage backing their virtual infrastructure without requiring them to constantly switch between separate management tools.

By combining vCenter context with Unity storage capabilities, VSI helps align virtual-machine and datastore operations with the underlying storage configuration. This streamlines routine provisioning work, makes the relationship between virtual objects and physical storage easier to inspect, and improves operational efficiency for environments using Unity with VMware vSphere. Dell's Unity documentation identifies VMware integration and management tools, including Virtual Storage Integrator, as part of the platform's ecosystem. See the Dell Unity product documentation hub and VMware's vSphere storage documentation for the related vCenter storage-management context.

QUESTION NO: 31

A company needs to expand their dynamic pool by 5 TB. The current dynamic pool consists of sixty-three 3.8 TB SSDs that are configured for RAID5 (4+1).

What is the minimum number of drives needed for the pool expansion?

A. 1

B. 6

C. 7

D. 5

ANSWER: A

Explanation:

1 is correct because Dell EMC Unity dynamic pools support expansion by adding a single compatible drive. Unlike traditional pools, which organize capacity around fixed RAID groups and may require an expansion in a RAID-width-sized set of drives, a dynamic pool distributes data, RAID protection, and spare capacity across all participating drives. This distributed layout lets Unity incorporate one newly added drive into the pool and automatically rebalance data across the available capacity.

The existing RAID5 (4+1) setting does not impose a requirement to add five drives at a time to a dynamic pool. RAID protection is managed through the dynamic-pool layout rather than through a newly created, fixed five-drive RAID group for each expansion. Consequently, one drive is the minimum supported drive count for an expansion operation. The actual additional usable capacity realized from an added drive depends on the drive's capacity and the pool's protection overhead; however, that capacity calculation does not change the minimum expansion increment of one drive. Dell's Unity dynamic-pool documentation describes distributed RAID and the ability to expand dynamic pools incrementally. See the Dell Technologies Unity Dynamic Pools overview and Dell Support information on Unity dynamic pools.

QUESTION NO: 32

What are considerations when configuring a Proxy NAS Server?

A. Can be created on either SP regardless of where the replicated NAS Server residesMay utilize different access protocols as the replicated NAS Server

B. Can be created on either SP regardless of where the replicated NAS Server residesMust use the same access protocols as the replicated NAS Server

C. Must be created on the same SP as the replicated NAS ServerMust use the same access protocols as the replicated NAS Server

D. Must be created on the same SP as the replicated NAS ServerDifferent access protocols may be utilized as the replicated NAS Server

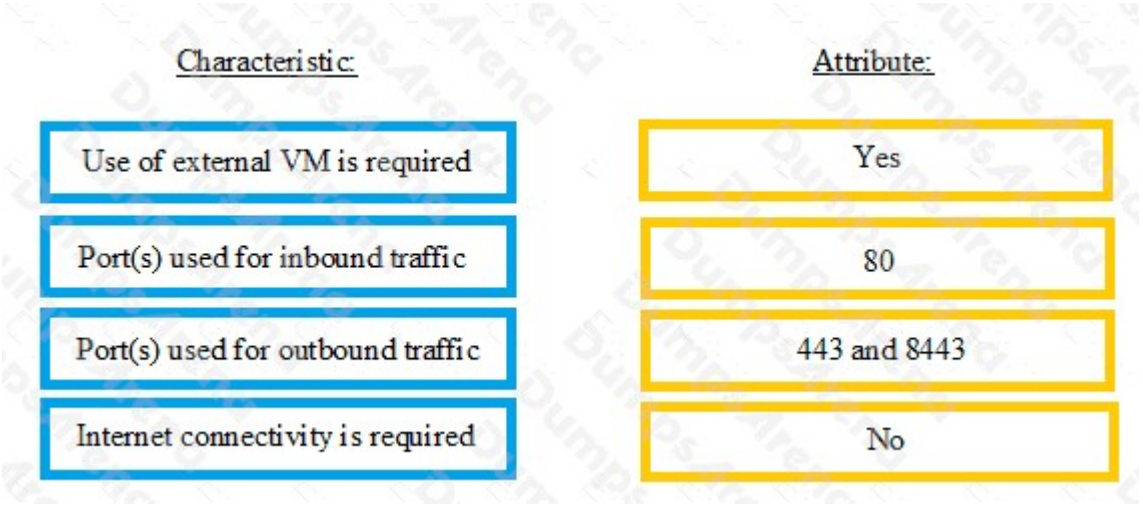
ANSWER: C

Explanation:

Must be created on the same SP as the replicated NAS ServerMust use the same access protocols as the replicated NAS Server is correct. In Unity NAS replication designs, the proxy NAS server is associated with the replicated NAS server and is used to provide access to replicated file-system data in the required workflow. Its placement is constrained to the same storage processor as the replicated NAS server so that the relationship and associated NAS services operate correctly on that processor. The proxy is not an independently configured NAS service with a separate protocol personality; it must match the access protocols enabled on the replicated NAS server. Consequently, protocol configuration—such as SMB, NFS, or both—must be consistent between the replicated NAS server and its proxy. This alignment ensures that client access behavior and the NAS-server configuration expected by the replication workflow remain compatible. Before deployment, implementation engineers should verify the replicated NAS server's owning SP and its enabled file access protocols, then create the proxy using those same characteristics. Dell's Unity documentation portal provides the applicable Unity operating-environment administration and replication documentation: Dell Unity Family Documentation. Additional Dell guidance on Unity replication technologies is available at Dell EMC Unity Replication Technologies.

QUESTION NO: 33 - (SIMULATION)

Match each integrated ESRS characteristic with its attribute.



ANSWER: See the explanation for the answer

Explanation:

Correct matches for Integrated ESRS:

Use of external VMs is required → No
Port(s) used for inbound traffic → 80
Port(s) used for outbound traffic → 443 and 8443
Internet connectivity is required → Yes

Integrated ESRS runs on the Unity system, so a separate external VM is not needed. It requires Internet access and establishes secure outbound communications using TCP ports 443 and 8443.

QUESTION NO: 34

A service provider is installing a Unity storage system for an end-user. The end-user is concerned about network security and will not allow the service provider access to the network.

How can the service provider set a static IP address for the Unity storage system management interface?

A. Use the embedded InitCLI tool

B. Connect directly to the service ports and configure the networking through UEMCLI

C. Use an IPMI serial over LAN connection

D. Use the Connection Utility to create a configuration file

ANSWER: B

Explanation:

Connect directly to the service ports and configure the networking through UEMCLI is correct because Unity provides service-port connectivity specifically for local installation and service operations when normal management-network access is unavailable. The service provider can directly attach a laptop to a storage processor service port, establishing an isolated connection that does not require access to the customer's production network. From that connection, the provider can run the Unisphere CLI initial-configuration command, `svc_initial_config`, to supply the system name and management-network settings, including a static IPv4 address, subnet mask, and gateway as applicable.

This approach meets the security constraint because the initial configuration is performed over the locally connected service interface rather than through the end user's LAN. Once the static management address has been applied, the Unity system can be connected to the authorized management network and subsequently administered through Unisphere or UEMCLI using that assigned address. Dell's Unity documentation identifies UEMCLI as the command-line interface for Unity management and configuration tasks; the product documentation is available through the Dell Unity Family documentation portal. Additional Unity deployment and configuration resources are available from Dell Unity storage documentation and product resources.

QUESTION NO: 35

What is the default setting of Advanced Deduplication when Data Reduction is selected within Unisphere?

A. Disabled for thick LUNs and enabled for thin LUNs

B. Disabled for thin LUNs in an All-Flash pool

C. Enabled for thin LUNs in an All-Flash pool

D. Enabled for both thick and thin LUNs

ANSWER: C

Explanation:

Enabled for thin LUNs in an All-Flash pool is correct. In Dell EMC Unity Unisphere, selecting Data Reduction for a newly created thin LUN in an All-Flash pool enables the system's data-reduction capabilities. Advanced Deduplication is enabled by default in this scenario, allowing Unity to identify duplicate data at a more granular level and reduce the physical capacity consumed by repeated data patterns. This default aligns with the performance characteristics of All-Flash pools, where the platform is designed to provide inline data-reduction processing while maintaining efficient flash utilization. The setting applies during LUN creation and is presented as part of the Data Reduction configuration in Unisphere; an administrator can review or adjust applicable data-reduction settings according to workload and capacity requirements. Dell documentation describes Unity data reduction, including compression and deduplication behavior, and the Unity documentation portal provides the relevant Unisphere configuration guidance. See the Dell EMC Unity Info Hub and Dell's Unity product documentation.

QUESTION NO: 36

When a copy of a file system snapshot is created, what are the characteristics of the copy?

A. Read/write, shareable to clients

B. Read-only, accessed by clients through the CVFS mechanism

C. Read-only, shareable to clients

D. Read/write, accesses by clients through the CVFS mechanism

ANSWER: C

Explanation:

Read-only, shareable to clients is correct. In Dell Unity, a file-system snapshot copy preserves the point-in-time contents represented by the source snapshot. The resulting copy is immutable: clients can read the files and directories as they existed at the captured point in time, but they cannot alter that data through the snapshot copy. This protects the integrity of the recovery point and allows it to be used safely for operational tasks such as recovery validation, data verification, or providing users access to historical content.

The snapshot copy can be made available to clients by sharing it through the applicable NAS protocol configuration. Therefore, it retains read-only semantics while being usable by client systems that have authorized access to the published share or export. This behavior is consistent with Unity's use of snapshots as space-efficient, point-in-time preservation

technology for NAS data, rather than as independently writable file systems. Administrators should consult the Unity documentation for the supported procedures and protocol-specific requirements for presenting snapshot content to SMB or NFS clients. See the Dell Unity Family documentation portal and the Dell Unity Family Snapshots and Thin Clones technical paper.

QUESTION NO: 37

In an asynchronous replication, what is the maximum number of replicated NAS Servers supported for the Dell EMC Unity XT 380 series?

A. 64

B. 90

C. 128

D. 256

ANSWER: B

Explanation:

90 is the maximum number of replicated NAS Servers supported for asynchronous replication on a Dell EMC Unity XT 380 system. This is a platform-specific scale limit for Unity's native replication implementation, rather than a general limit that applies uniformly to every Unity model. NAS Server replication protects file-service configurations and associated file-system data by replicating the NAS Server to a destination system under an asynchronous replication session. When planning a configuration, the total number of NAS Servers participating in asynchronous replication must remain within the Unity XT 380 platform limit, while other applicable limits—such as file-system, replication-session, and available-resource limits—must also be considered. Dell's Unity replication documentation includes the supported replication scale values by platform and identifies 90 replicated NAS Servers for the Unity XT 380 series. Administrators should validate the installed Unity OE version and consult the current configuration limits documentation before implementation, since platform capabilities can vary by model and software release.

References: Dell Unity Family Configuration Limits; Dell Unity Replication Technologies.

QUESTION NO: 38

Which feature can be configured for a Dell EMC Unity XT file system NFS share?

A. Protocol Encryption

B. Host Access Level

C. Access-Based Enumeration

D. Distributed File System

ANSWER: B

Explanation:

Host Access Level can be configured for a Dell EMC Unity XT NFS share (NFS export). NFS access is controlled at the export level by defining the hosts or networks that may mount the file system and assigning the appropriate access permissions. This allows an administrator to apply host-specific access, such as read-only or read/write access, while controlling whether privileged root access is permitted from the client. These controls are central to NFS export administration because NFS clients are identified through their host or network definitions rather than through the SMB share features used by Windows clients.

In Unity Unisphere and its management interfaces, an administrator configures NFS share/export access as part of the NAS file-sharing configuration for the file system. This makes host access configuration an appropriate feature for an NFS share and supports the principle of granting only the required level of client access. Dell's Unity XT documentation resources are

available through the Dell Unity XT documentation portal. Dell also provides Unity product information and support resources at the Dell Unity XT family page.

QUESTION NO: 39

A storage administrator attempts to restart the Management Server to resolve Unisphere issues, but is unable to do so. What is a possible reason for this issue?

A. SP is in Reset and Hold mode

B. SP is in Maintenance mode

C. Both SPs are in Service mode

D. Only one SP is in Service mode

ANSWER: A

Explanation:

SP is in Reset and Hold mode is correct. Reset and Hold is a special Storage Processor state used to keep an SP halted rather than allowing it to complete its normal operating-system and storage-service startup sequence. Because the Management Server and Unisphere management functions depend on the SP being in an appropriate operational state, administrative actions that would restart the Management Server may be unavailable while the SP is held in this condition. This safeguard prevents a normal management-service restart from interfering with a processor that has deliberately been stopped for service, diagnostics, recovery, or directed support procedures.

Before attempting management recovery actions, the administrator should verify the SP state in Unisphere or through the appropriate service interface and, where required, return the SP to its normal boot state using approved procedures. Reset and Hold is not simply a transient management-service issue; it represents a processor-level condition that must be addressed before ordinary Management Server operations can resume. Dell publishes Unity product documentation and service guidance through its support portal: Dell Unity documentation. For environment-specific recovery steps, use the installed Unity OE documentation and follow Dell Support guidance, particularly if the SP entered Reset and Hold during a fault or maintenance activity.