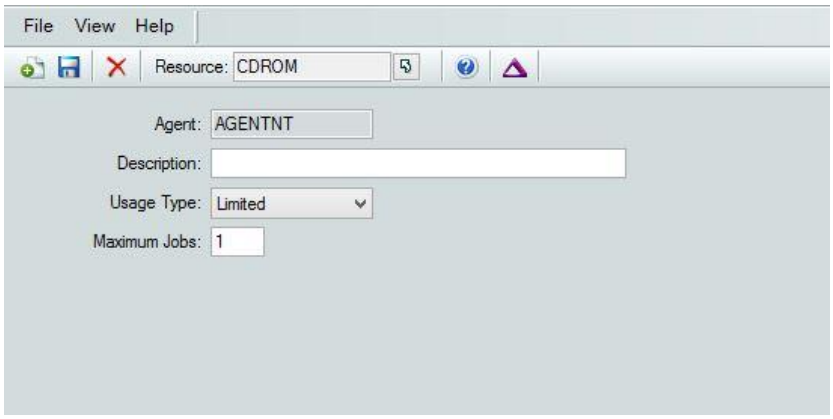
USING RESOURCES

Resources represent hardware, software, or other things (hardware or software, physical or logical) that are needed by jobs. Resources are limited in quantity either because only certain GECS Agents have them or there is a limited quantity of them on the system. Consequently, resources are either assigned to specific Agents or they are system wide resources. Resources are best described by using the following examples:

Example 1 - Agent Resource:

Only the GECS Agent named AGENTNT has a CD ROM player and you do not want more than one job to access it at a time. You would create a resource named CDROM assigned to AGENTNT and indicate it is allowed a maximum of 1 job. You would then setup the jobs that require the resource named CDROM. Should you later add a CD ROM player to AGENTNT, you could simply add that resource to the system with maximum jobs equal 1 and the jobs would then be able to run on either Agent, but never more than one at a time on each Agent.



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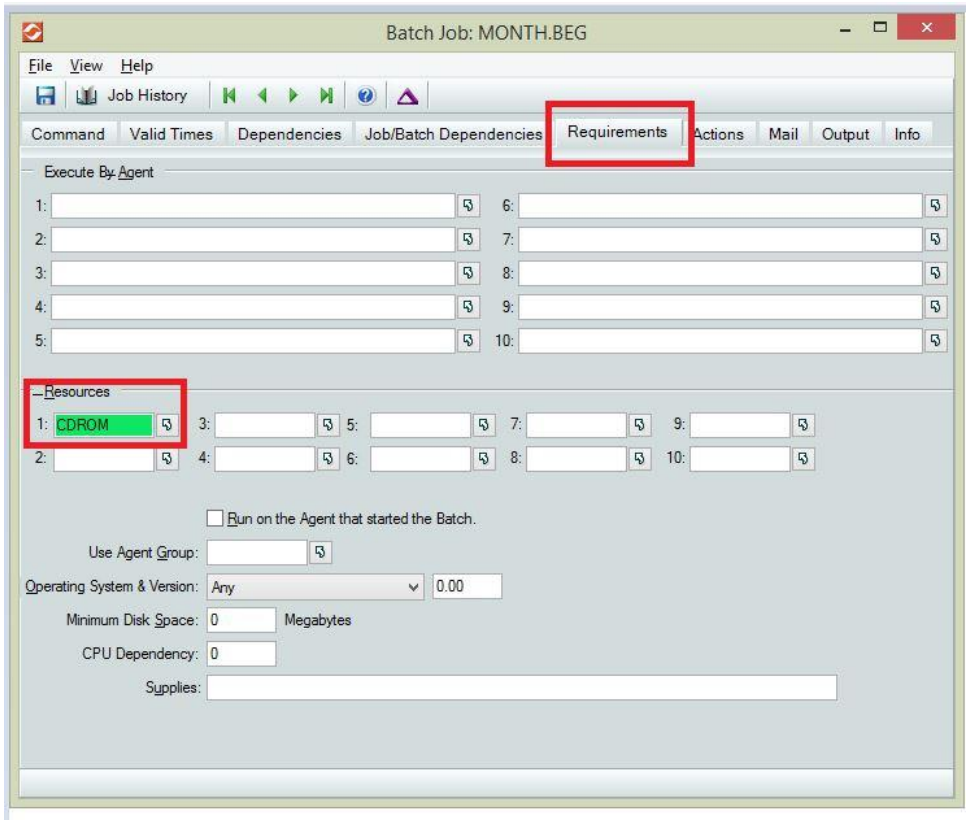
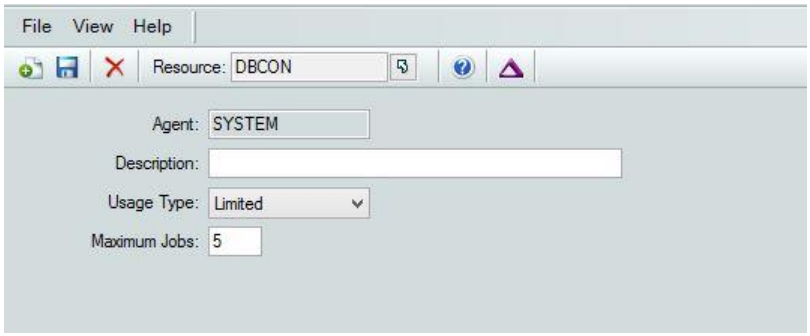


Example 2 - System Resource:

You do not want your jobs to ever use more than 5 database server connections. You would create a system resource named DBCON and indicate it is allowed a maximum of 5 simultaneous jobs. Since this is a system resource, it consequently would not have an Agent name associated with it. GECS will populate the agent name field with the word SYSTEM. GECS would then check to see if there were already 5 jobs using this resource before dispatching any job that require the resource DBCON.



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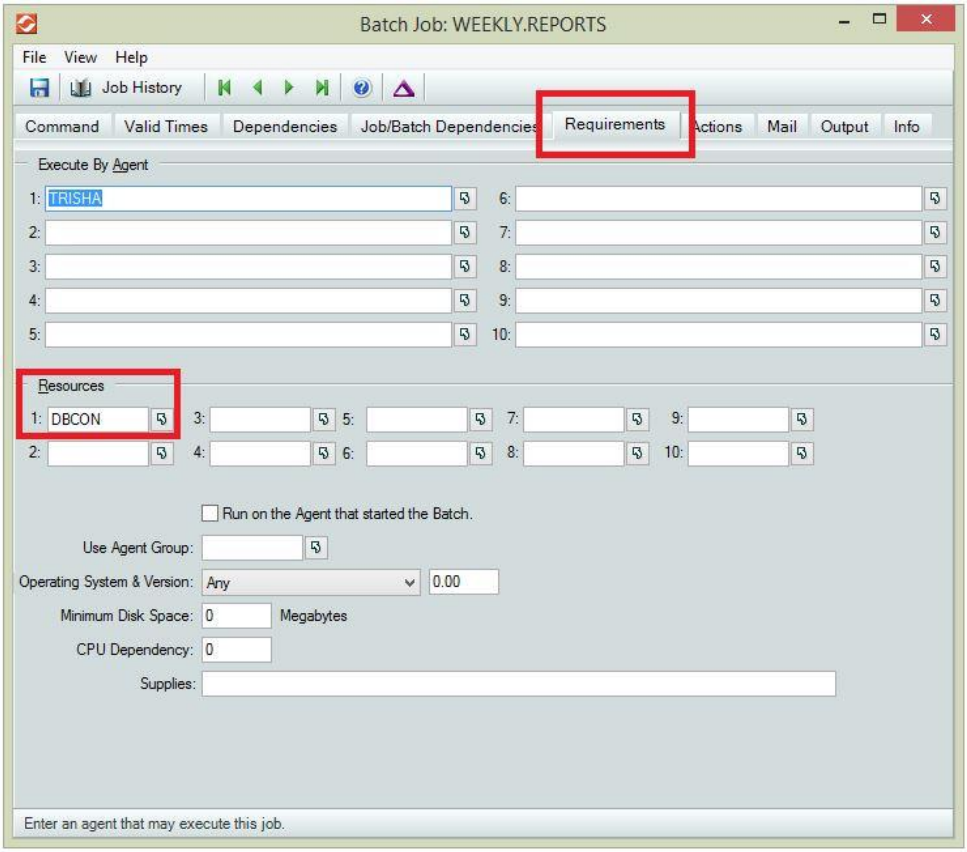

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