

SHALL always have a value	No
Initially set by	Server
Modifiable by server	Yes
Modifiable by client	No
Deletable by client	No
Multiple instances permitted	No
When implicitly set	Revoke
Applies to Object Types	All Objects

Table 123: Revocation Reason Attribute Rules

4.48 Rotate Automatic

If set to True, then automatic rotation of the Managed Object will be performed by the server when the Managed Object rotation interval specified by the *Rotate Interval* attribute elapses.

Item	Encoding
Rotate Automatic	Boolean

Table 124: Rotate Automatic Attribute

SHALL always have a value	No
Initially set by	Client or Server
Modifiable by server	Yes
Modifiable by client	No
Deletable by client	No
Multiple instances permitted	No
When implicitly set	When object is created or registered
Applies to Object Types	All Objects

Table 125: Rotate Automatic Attribute Rules

4.49 Rotate Date

The time when the Managed Object was rotated.

Item	Encoding
Rotate Date	Date Time

Table 126: Rotate Date Attribute

SHALL always have a value	No
Initially set by	Server
Modifiable by server	No
Modifiable by client	No
Deletable by client	No
Multiple instances permitted	No
When implicitly set	When object is rotated
Applies to Object Types	All Objects

Table 127: Rotate Date Attribute Rules

4.50 Rotate Generation

The count from zero of the number of automatic rotates that have occurred in order to create this Managed Object.

Item	Encoding
Rotate Generation	Integer

Table 128: Rotate Generation Attribute

SHALL always have a value	No
Initially set by	Server
Modifiable by server	No
Modifiable by client	No
Deletable by client	No
Multiple instances permitted	No
When implicitly set	When object is rotated
Applies to Object Types	All Objects

Table 129: Rotate Generation Attribute Rules

4.51 Rotate Interval

If set and *Rotate Automatic* is set to True, then automatic rotation of the Managed Object is performed by the server when the difference between the *Initial Date* of the Managed Object and the current server time reaches or exceeds this value.

Item	Encoding
Rotate Interval	Interval

Table 130: Rotate Interval Attribute

<u>SHALL always have a value</u>	<u>No</u>
<u>Initially set by</u>	<u>Client or Server</u>
<u>Modifiable by server</u>	<u>Yes</u>
<u>Modifiable by client</u>	<u>No</u>
<u>Deletable by client</u>	<u>No</u>
<u>Multiple instances permitted</u>	<u>No</u>
<u>When implicitly set</u>	<u>When object is created or registered</u>
<u>Applies to Object Types</u>	<u>All Objects</u>

Table 131: Rotate Interval Attribute Rules

4.52 Rotate Latest

If set to True, specifies the Managed Object is the most recent object of the set of rotated Managed Objects.

<u>Item</u>	<u>Encoding</u>
<u>Rotate Latest</u>	<u>Boolean</u>

Table 132: Rotate Latest Attribute

<u>SHALL always have a value</u>	<u>No</u>
<u>Initially set by</u>	<u>Server</u>
<u>Modifiable by server</u>	<u>Yes</u>
<u>Modifiable by client</u>	<u>No</u>
<u>Deletable by client</u>	<u>No</u>
<u>Multiple instances permitted</u>	<u>No</u>
<u>When implicitly set</u>	<u>When object rotated by the server</u>
<u>Applies to Object Types</u>	<u>All Objects</u>

Table 133: Rotate Latest Attribute Rules

4.53 Rotate Name

The *Rotate Name* attribute is used to identify a set of managed objects that have been rotated. This attribute is assigned by the client, and the *Rotate Name Value* is intended to be in a form that humans are able to interpret. The key management system MAY specify rules by which the client creates valid rotate names. Clients are informed of such rules by a mechanism that is not specified by this standard. Rotate Names MAY NOT be unique within a given key management domain.

<u>Item</u>	<u>Encoding</u>	<u>REQUIRED</u>
<u>Rotate Name</u>	<u>Structure</u>	
<u>Rotate Name Value</u>	<u>Text String</u>	<u>Yes</u>
<u>Rotate Name Type</u>	<u>Enumeration</u>	<u>Yes</u>

Table 134: Rotate Name Attribute Structure

<u>SHALL always have a value</u>	<u>No</u>
<u>Initially set by</u>	<u>Client</u>
<u>Modifiable by server</u>	<u>No</u>
<u>Modifiable by client</u>	<u>Yes</u>
<u>Deletable by client</u>	<u>Yes</u>
<u>Multiple instances permitted</u>	<u>No</u>
<u>Applies to Object Types</u>	<u>All Objects</u>

Table 135: Rotate Name Attribute Rules

4.54 Rotate Offset

When automatic rotation of the Managed Object is performed by the server, specifies the Offset value to use in the equivalent of the ReKey, ReKeyKeyPair or ReCertify operation performed by the server..

<u>Item</u>	<u>Encoding</u>
<u>Rotate Offset</u>	<u>Interval</u>

Table 136: Rotate Offset Attribute

<u>SHALL always have a value</u>	<u>No</u>
<u>Initially set by</u>	<u>Client or Server</u>
<u>Modifiable by server</u>	<u>Yes</u>
<u>Modifiable by client</u>	<u>No</u>
<u>Deletable by client</u>	<u>No</u>
<u>Multiple instances permitted</u>	<u>No</u>
<u>When implicitly set</u>	<u>When object is created or registered</u>
<u>Applies to Object Types</u>	<u>All Objects</u>

Table 137: Rotate Offset Attribute Rules

4.484.55 Sensitive

If True then the server SHALL prevent the object value being retrieved (via the Get operation) unless it is wrapped by another key. The server SHALL set the value to False if the value is not provided by the client.

<u>Item</u>	<u>Encoding</u>
<u>Sensitive</u>	<u>Boolean</u>

Table 138+124: Sensitive Attribute

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Name	Tag
	Value
Interop Function	420160
Interop Identifier	420161
Adjustment Value	420162
Common Protection Storage Masks	420163
Private Protection Storage Masks	420164
Public Protection Storage Masks	420165
Rotate Interval	42016A
Rotate Automatic	42016B
Rotate Offset	42016C
Rotate Date	42016D
Rotate Generation	42016E
Rotate Name	42016F
Rotate Name Value	420170
Rotate Name Type	420171
Rotate Latest	420172
(Reserved)	420XXX - 42FFFF
(Unused)	430000 - 53FFFF
Extensions	540000 - 54FFFF
(Unused)	550000 - FFFFFFFF

Table 461446: Tag Enumeration

41.5511.56 Ticket Type Enumeration

Name	State
	Value
Login	00000001
Extensions	8XXXXXXXX

Table 462447: Ticket Type Enumeration

41.5611.57 Unique Identifier Enumeration

The following values may be specified in an operation request for a Unique Identifier: If multiple unique identifiers would be referenced then the operation is repeated for each of them. If an operation appears multiple times in a request, it is the most recent that is referred to.