

# Migrate Disks

You can migrate disks of your virtual servers to other data stores, which are allocated to the same compute resource. Unlike [VS migration](#) – disk migration requires reboot of the VS (despite the template it is based on).

To migrate a disk:

1. Go to your Control Panel's **Virtual Servers** menu.
2. Make sure your virtual server is powered off, then click its label to open its details screen.
3. Click the **Storage** tab > **Disks**.
4. Click the **Actions** button next to the disk you want to move to another data store, then click the **Migrate** button.

The screenshot shows the 'onapp' control panel interface. The left sidebar contains navigation menus for 'APPLIANCES' (Virtual Servers, Blueprint Servers, Load Balancers, Smart Servers, Hypervisors, Integrated Storage) and 'COMPONENTS' (DNS, Templates, Blueprints, Recipes). The main content area is titled 'Disks' and includes a 'DISKS' section with a table of disk information. The table has columns for Disk, Label, Size, Data Store, Mounted?, File system, Type, Built?, and Actions. Two disks are listed: Disk#8 (5 GB, DS1, ext3, Standard primary) and Disk#9 (1 GB, DS1, Swap, Swap). The 'Actions' column for Disk#8 has a dropdown menu with 'IOPS', 'Edit', 'Migrate', and 'Delete' options. The 'Migrate' option is circled in red.

Disk	Label	Size	Data Store	Mounted?	File system	Type	Built?	Actions
#8	Disk#8	5 GB	DS1	●	ext3	Standard (primary)	YES	IOPS Edit Migrate Delete
#9	Disk#9	1 GB	DS1	●	Swap	Swap	YES	

5. On the screen that appears, select a target data store from a drop-down box.
6. Click **Start Migrate**.



- You can only migrate disks to data stores in data store zones assigned to your billing plan.
- You cannot migrate a disk to a data store with less capacity than the disk size.
- If you move an 850GB disk between aggregates with 10GB actual usage, the 'dd' image of the local volume manager will take 850GB space, because the entire local volume manager is copied, including zero 'd' space which may not be able to be recovered.