

# modelutil

## a set of model management utilities

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## 1. Overview

**modelutil**: *a set of model management utilities*

A set of utilities useful for accessing and manipulating a project object model.

## 2. Design

**Super Type**  
[Managed-Entity](#)

Role	<b>Abstract.</b> (Objects cannot be created.)
Instance Names	<b>Unique</b>
Notification	<b>false</b>
Template Directory	
Data View	Children, proximity: 1
Logger Name	modelutil

## 3. Constraints

## 4. Attributes

## 5. Commands

There are two rough categories of modelutil commands:

- *Generic.* These commands work on any object type: [exists](#), [find](#), [remove](#), [resource-add](#), [resource-remove](#), [tag-add](#), [tag-remove](#)
- *Type specific.* These manage data for different core types: [deployment-get](#), [deployment-set](#), [node-get](#), [node-set](#), [package-get](#), [package-set](#), [setting-get](#), [setting-set](#)

View the available commands in the [User Reference](#).