



Strings	
<b>APPEND</b> key value	Append value
<b>DECR</b> key	Decrement integer
<b>DECRBY</b> key by	Subtract from integer
<b>GET</b> key	Get string by key
<b>GETBIT</b> key offset	Get bit by index
<b>GETRANGE</b> key start end	Get substring
<b>GETSET</b> key value	Set, returning old value
<b>INCR</b> key	Increment integer
<b>INCRBY</b> key by	Add to integer
<b>INCRBYFLOAT</b> key by	Add to float
<b>MGET</b> [ key ]+	Get multiple string values
<b>MSET</b> [ key value ]+	Set multiple strings
<b>MSETNX</b> [ key value ]+	Set multiple if doesn't exist
<b>PSETEX</b> key ms value	Set with expiry (ms)
<b>SET</b> key value	Set a key with a value
<b>SETBIT</b> key offset value	Set bit by index
<b>SETEX</b> key secs value	Set with expiry (s)
<b>SETNX</b> key value	Set if doesn't exist
<b>SETRANGE</b> key offset value	Set substring
<b>STRLEN</b> key	Get length of string

Lists	
<b>BLPOP</b> [ key ]+ timeout	Blocking left pop
<b>BRPOP</b> [ key ]+ timeout	Blocking right pop
<b>BRPOPLPUSH</b> src dest timeout	Blocking rotate
<b>LINDEX</b> key index	Access by index
<b>LINSERT</b> key BEFORE   AFTER pivot value	Insert element next to existing element
<b>LLEN</b> key	Get length of list
<b>LPOP</b> key	Pop from start
<b>LPUSH</b> key [ value ]+	Push onto start
<b>LPUSHX</b> key value	Push if list exists
<b>LRANGE</b> key start stop	Access range
<b>LREM</b> key count value	Remove occurrences
<b>LSET</b> key index value	Set item by index
<b>LTRIM</b> list start stop	Remove start/end items
<b>RPOP</b> key	Pop from end
<b>RPOPLPUSH</b> src dest	Rotate
<b>RPUSH</b> key [ value ]+	Push onto end
<b>RPUSHX</b> key value	Push onto end if list exists

DCS API's (v2)			
Instance <b>Life-Cycle Management</b>	<a href="#">API</a>	Cache performance - Big Key Analysis	<a href="#">API</a>
Instance <b>Elastic Scaling</b>	<a href="#">API</a>	Cache performance - Hot Key Analysis	<a href="#">API</a>
Instance <b>Network - SSL</b>	<a href="#">API</a>	Cache performance - Expired Key Scan	<a href="#">API</a>
Instance <b>Network - Whitelist</b>	<a href="#">API</a>	Instance - Configuration parameters	<a href="#">API</a>

Links	
<b>DCS</b> Types	<a href="#">UMN</a>
<b>DCS</b> Specifications	<a href="#">Redis 4&amp;5</a> <a href="#">Redis 6</a>
<b>DCS</b> Migration	<a href="#">Migration guide</a>
<b>DCS</b> FAQ	<a href="#">FAQs</a>

Clients	
	<a href="#">Command line</a>
	<a href="#">Web Interface</a>
	<a href="#">C#</a> <a href="#">Java</a> <a href="#">Go</a> <a href="#">Node</a> <a href="#">Python</a>

Hashes	
<b>HDEL</b> key [ field ]+	Delete field(s)
<b>HEXISTS</b> key field	Check for field
<b>HGET</b> key field	Get item
<b>HGETALL</b> key	Return all fields / values
<b>HINCRBY</b> key field by	Add to integer value
<b>HINCRBYFLOAT</b> key field by	Add to float value
<b>HKEYS</b> key	Return all fields
<b>HLEN</b> key	Get number of fields
<b>HMGET</b> key [ field ]+	Get multiple items
<b>HMSET</b> key [ field value ]+	Set multiple items
<b>HSCAN</b> key cursor [ MATCH pattern ] [ COUNT count ]	Iterate fields
<b>HSET</b> key field value	Set field
<b>HSETNX</b> key field value	Set field if doesn't exist
<b>HSTRLEN</b> key field	Get string length of field
<b>HVALS</b> key	Return all values

Sets	
<b>SADD</b> key [ member ]+	Add item
<b>SCARD</b> key	Get size of set
<b>SDIFF</b> [ key ]+	Get difference
<b>SDIFFSTORE</b> dest [ key ]+	Store difference
<b>SINTER</b> [ key ]+	Set Intersection
<b>SINTERSTORE</b> dest [ key ]+	Store intersection
<b>SISMEMBER</b> key member	Check for item
<b>SMEMBERS</b> key	Get all items
<b>SMOVE</b> src dest member	Move item to another set
<b>SPOP</b> key [ count ]?	Pop random item
<b>SRANDMEMBER</b> key [ count ]	Get random item
<b>SREM</b> key [ member ]+	Remove matching
<b>SSCAN</b> key cursor [ MATCH pattern ] [ COUNT count ]	Iterate items with cursor
<b>SUNION</b> [ key ]+	Read member from the union
<b>SUNIONSTORE</b> dest [ key ]+	Store union



**Sorted Sets**

<b>ZADD</b> key [ options ] [ score item ]+	Add set item
<b>ZCARD</b> key	Get number of items
<b>ZCOUNT</b> key min max	Number of items with score range
<b>ZINCRBY</b> key incr member	Add to score
<b>ZINTERSTORE</b>	Store intersection
<b>ZLEXCOUNT</b> key min max	Lexicographical range count
<b>ZRANGE</b> key start stop [ WITHSCORES ]	Get items within rank range
<b>ZRANGEBYLEX</b> key min max [ LIMIT offset count ]	Get items within lexicographical range
<b>ZRANGEBYSCORE</b> key min max [ WITHSCORES ] [ LIMIT offset count ]	Get items within score range
<b>ZRANK</b> key member	Get item rank
<b>ZREM</b> key [ member ]+	Remove item(s)
<b>ZREMRANGEBYLEX</b> key min max	Remove items within lexicographical range
<b>ZREMRANGEBYRANK</b> key start stop	Remove items within rank range
<b>ZREMRANGEBYSCORE</b> key min max	Remove items within score range
<b>ZREVRANGE</b>	ZRANGE in reverse order
<b>ZREVRANGEBYLEX</b>	ZRANGEBYLEX in reverse order
<b>ZREVRANGEBYSCORE</b>	ZRANGEBYSCORE in reverse order
<b>ZREVRANK</b>	ZRANK in reverse order
<b>ZSCAN</b> key cursor [ MATCH pattern ] [ COUNT count ]	Iterate items
<b>ZSCORE</b> key member	Get item score
<b>ZUNIONSTORE</b> dest numkeys [ key ]+ [ WEIGHTS [ weight ]+ ] [ AGGREGATE SUM MIN MAX ]	Store union

**Streams**

<b>XADD</b> stream [id] field values	Appends a new entry to a stream.
<b>XINFO</b> stream	Info about the stream (item)
<b>XREAD</b> [COUNT] [BLOCK] stream keys	Read data from one or multiple streams
<b>XLEN</b> key	Count entries inside a stream
<b>XRANGE</b> key start end [COUNT count]	Read specific part of a stream
<b>XTRIM</b> key threshold [LIMIT count]	Deleting entries of a stream
<b>XGROUP</b> CREATE key group [MKSTREAM]	Create new consumer group
<b>XGROUP</b> CREATECONSUMER key group consumer	Create consumer
<b>XGROUP</b> DELCONSUMER key group consumer	Delete consumer
<b>XGROUP</b> DESTROY key group	Delete consumer group
<b>XGROUP</b> SETID key group [ENTRIESREAD entries-read]	Set last stream ID for group
<b>XINFO</b> CONSUMERS key group	Details about consumers
<b>XINFO</b> GROUPS key	Details about consumer group
<b>XACK</b> key group id [id ...]	Removing entry from PEL
<b>XCLAIM</b> key group consumer id [id ...] [IDLE ms] [RETRYCOUNT count] [FORCE] [JUSTID] [LASTID lastid]	Change consumer / group
<b>XAUTOCLAIM</b> key group consumer min-idle-time start [COUNT count]	Transfer ownership
<b>XPENDING</b> key group [[IDLE min-idle-time] start end count [consumer]]	List pending entries from PEL
<b>XREVRANGE</b> key end start [COUNT count]	Read reverse range like XRANGE
<b>XDEL</b> key id [id ...]	Deleting element from stream

Since v5 - [Messaging architecture using Streams](#)

**Database**

<b>DEL</b> [ key ]+	Delete item(s)
<b>DUMP</b> key	Serialize item
<b>EXISTS</b> [ key ]+	Check for key
<b>EXPIRE</b> key s	Set timeout on item
<b>EXPIREAT</b> key ts	Set timeout by timestamp
<b>MOVE</b> key db	Transfer item between databases
<b>OBJECT</b>	Inspect key like FREQ, IDLETIME
<b>PERSIST</b> key	Remove timeout
<b>PEXPIRE</b> key ms	Set timeout (ms)
<b>PEXPIREAT</b> key ts	Set timeout (timestamp)
<b>PTTL</b> key	Get item Time-To-Live in ms
<b>RANDOMKEY</b>	Get random key
<b>RENAME</b> key new	Change item's key
<b>RENAMENX</b> key new	Change key if new key doesn't exist
<b>SCAN</b> key cursor [ MATCH pattern ] [ COUNT count ]	Iterate keys and values with pages
<b>TTL</b> key	Get item Time-To-Live in seconds
<b>TYPE</b> key	Get type of item

**Cluster**

<b>CLUSTER</b> KEYSLOT key	Returns slot for cluster shard
<b>CLUSTER</b> GETKEYSINSLOT slot count	Get hash slot for shard
<b>CLUSTER</b> INFO	Details about cluster and nodes
<b>CLUSTER</b> COUNTKEYSINSLOT	Number of keys in a slot
<b>CLUSTER</b> NODES	List of nodes, status and slots
<b>CLUSTER</b> SLOTS	Returns shard mapping and slots

Command details & restrictions [Redis 4](#), [Redis 5](#), [Redis 6](#)