

**NAME**

`ibv_query_srq` - get the attributes of a shared receive queue (SRQ)

**SYNOPSIS**

```
#include <infiniband/verbs.h>
```

```
int ibv_query_srq(struct ibv_srq *srq, struct ibv_srq_attr *srq_attr);
```

**DESCRIPTION**

`ibv_query_srq()` gets the attributes of the SRQ *srq* and returns them through the pointer *srq\_attr*. The argument *srq\_attr* is an `ibv_srq_attr` struct, as defined in `<infiniband/verbs.h>`.

```
struct ibv_srq_attr {
    uint32_t      max_wr;      /* maximum number of outstanding work requests (WRs) in the SRQ */
    uint32_t      max_sge;    /* maximum number of scatter elements per WR */
    uint32_t      srq_limit;  /* the limit value of the SRQ */
};
```

**RETURN VALUE**

`ibv_query_srq()` returns 0 on success, or the value of `errno` on failure (which indicates the failure reason).

**NOTES**

If the value returned for `srq_limit` is 0, then the SRQ limit reached ("low watermark") event is not (or no longer) armed, and no asynchronous events will be generated until the event is rearmed.

**SEE ALSO**

`ibv_create_srq(3)`, `ibv_destroy_srq(3)`, `ibv_modify_srq(3)`

**AUTHORS**

Dotan Barak <dotanba@gmail.com>