

NAME

rdma_bind_addr - Bind an RDMA identifier to a source address.

SYNOPSIS

```
#include <rdma/rdma_cma.h>
```

```
int rdma_bind_addr (struct rdma_cm_id *id, struct sockaddr *addr);
```

ARGUMENTS

id RDMA identifier.

addr Local address information. Wildcard values are permitted.

DESCRIPTION

Associates a source address with an rdma_cm_id. The address may be wildcarded. If binding to a specific local address, the rdma_cm_id will also be bound to a local RDMA device.

RETURN VALUE

Returns 0 on success, or -1 on error. If an error occurs, errno will be set to indicate the failure reason.

NOTES

Typically, this routine is called before calling rdma_listen to bind to a specific port number, but it may also be called on the active side of a connection before calling rdma_resolve_addr to bind to a specific address.

If used to bind to port 0, the rdma_cm will select an available port, which can be retrieved with rdma_get_src_port(3).

SEE ALSO

rdma_create_id(3), rdma_listen(3), rdma_resolve_addr(3), rdma_create_qp(3),
rdma_get_local_addr(3), rdma_get_src_port(3)