

**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)