

NAME

rdma_destroy_id - Release a communication identifier.

SYNOPSIS

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

```
int rdma_destroy_id (struct rdma_cm_id *id);
```

ARGUMENTS

id The communication identifier to destroy.

DESCRIPTION

Destroys the specified rdma_cm_id and cancels any outstanding asynchronous operation.

RETURN VALUE

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

NOTES

Users must free any associated QP with the rdma_cm_id before calling this routine and ack all related events.

SEE ALSO

rdma_create_id(3), rdma_destroy_qp(3), rdma_ack_cm_event(3)