

NAME

rdma_post_writev - post an RDMA write work request.

SYNOPSIS

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

```
int rdma_post_writev (struct rdma_cm_id *id, void *context, struct ibv_sge *sgl, int nsge, int flags,  
uint64_t remote_addr, uint32_t rkey);
```

ARGUMENTS

id	A reference to a communication identifier where the request will be posted.
context	User-defined context associated with the request.
sgl	A scatter-gather list of the source buffers of the write.
nsge	The number of scatter-gather array entries.
flags	Optional flags used to control the write operation.
remote_addr	The address of the remote registered memory to write into.
rkey	The registered memory key associated with the remote address.

DESCRIPTION

Posts a work request to the send queue of the queue pair associated with the `rdma_cm_id`. The contents of the local data buffers will be written into the remote memory region.

RETURN VALUE

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

NOTES

For a list of supported flags, see `ibv_post_send`. Unless inline data is specified, the local data buffers must have been registered before the write is issued, and the buffers must remain registered until the write completes. The remote buffers must always be registered.

Write operations may not be posted to an `rdma_cm_id` or the corresponding queue pair until it has been connected.

The user-defined context associated with the write request will be returned to the user through the work

completion `wr_id`, work request identifier, field.

SEE ALSO

`rdma_cm(7)`, `rdma_connect(3)`, `rdma_accept(3)`, `ibv_post_send(3)`, `rdma_post_write(3)`,
`rdma_reg_write(3)`, `rdma_reg_msgs(3)`