

**NAME**

rdma\_reject - Called to reject a connection request.

**SYNOPSIS**

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

```
int rdma_reject (struct rdma_cm_id *id, const void *private_data, uint8_t private_data_len);
```

**ARGUMENTS**

id                    Connection identifier associated with the request.

private\_data        Optional private data to send with the reject message.

private\_data\_len  
                    Specifies the size of the user-controlled data buffer. Note that the actual amount of data transferred to the remote side is transport dependent and may be larger than that requested.

**DESCRIPTION**

Called from the listening side to reject a connection or datagram service lookup request.

**RETURN VALUE**

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

**NOTES**

After receiving a connection request event, a user may call rdma\_reject to reject the request. If the underlying RDMA transport supports private data in the reject message, the specified data will be passed to the remote side.

**SEE ALSO**

rdma\_listen(3), rdma\_accept(3), rdma\_get\_cm\_event(3)