

NAME

`ibv_bind_mw` - post a request to bind a type 1 memory window to a memory region

SYNOPSIS

```
#include <infiniband/verbs.h>
```

```
int ibv_bind_mw(struct ibv_qp *qp, struct ibv_mw *mw,
               struct ibv_mw_bind *mw_bind);
```

DESCRIPTION

`ibv_bind_mw()` posts to the queue pair *qp* a request to bind the memory window *mw* according to the details in *mw_bind*.

The argument *mw_bind* is an `ibv_mw_bind` struct, as defined in `<infiniband/verbs.h>`.

```
struct ibv_mw_bind {
    uint64_t      wr_id;      /* User defined WR ID */
    int           send_flags; /* Use ibv_send_flags */
    struct ibv_mw_bind_info bind_info; /* MW bind information */
}

struct ibv_mw_bind_info {
    struct ibv_mr *mr; /* The MR to bind the MW to */
    uint64_t      addr; /* The address the MW should start at */
    uint64_t      length; /* The length (in bytes) the MW should span */
    int           mw_access_flags; /* Access flags to the MW. Use ibv_access_flags */
};
```

The QP Transport Service Type must be either UC, RC or XRC_SEND for bind operations.

The attribute `send_flags` describes the properties of the WR. It is either 0 or the bitwise OR of one or more of the following flags:

IBV_SEND_FENCE Set the fence indicator.

IBV_SEND_SIGNALED Set the completion notification indicator. Relevant only if QP was created with `sq_sig_all=0`

The `mw_access_flags` define the allowed access to the MW after the bind completes successfully. It is either 0 or the bitwise OR of one or more of the following flags:

IBV_ACCESS_REMOTE_WRITE Enable Remote Write Access. Requires local write access to the MR.

IBV_ACCESS_REMOTE_READ Enable Remote Read Access

IBV_ACCESS_REMOTE_ATOMIC Enable Remote Atomic Operation Access (if supported). Requires local write access to the MR.

IBV_ACCESS_ZERO_BASED If set, the address set on the 'remote_addr' field on the WR will be an offset from the MW's start address.

RETURN VALUE

ibv_bind_mw() returns 0 on success, or the value of errno on failure (which indicates the failure reason). In case of a success, the R_key of the memory window after the bind is returned in the mw_bind->mw->rkey field.

NOTES

The bind does not complete when the function return - it is merely posted to the QP. The user should keep a copy of the old R_key, and fix the mw structure if the subsequent CQE for the bind operation indicates a failure. The user may safely send the R_key using a send request on the same QP, (based on QP ordering rules: a send after a bind request on the same QP are always ordered), but must not transfer it to the remote in any other manner before reading a successful CQE.

Note that for type 2 MW, one should directly post bind WR to the QP, using **ibv_post_send**.

SEE ALSO

ibv_alloc_mw(3), **ibv_post_send(3)**, **ibv_poll_cq(3)** **ibv_reg_mr(3)**,

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