## NAME

rdma_create_event_channel - Open a channel used to report communication events.

## SYNOPSIS

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

**struct rdma_event_channel * rdma_create_event_channel** (*void*)**;**

## ARGUMENTS

void            no arguments

## DESCRIPTION

Asynchronous events are reported to users through event channels.

## RETURN VALUE

Returns a pointer to the created event channel, or NULL if the request fails. On failure, errno will be set to indicate the failure reason.

## NOTES

Event channels are used to direct all events on an rdma_cm_id. For many clients, a single event channel may be sufficient, however, when managing a large number of connections or cm_id's, users may find it useful to direct events for different cm_id's to different channels for processing.

All created event channels must be destroyed by calling rdma_destroy_event_channel. Users should call rdma_get_cm_event to retrieve events on an event channel.

Each event channel is mapped to a file descriptor. The associated file descriptor can be used and manipulated like any other fd to change its behavior. Users may make the fd non-blocking, poll or select the fd, etc.

## SEE ALSO

rdma_cm(7), rdma_get_cm_event(3), rdma_destroy_event_channel(3)