

NAME

rdma_destroy_event_channel - Close an event communication channel.

SYNOPSIS

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

```
void rdma_destroy_event_channel (struct rdma_event_channel *channel);
```

ARGUMENTS

channel The communication channel to destroy.

DESCRIPTION

Release all resources associated with an event channel and closes the associated file descriptor.

RETURN VALUE

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

NOTES

All rdma_cm_id's associated with the event channel must be destroyed, and all returned events must be acked before calling this function.

SEE ALSO

rdma_create_event_channel(3), rdma_get_cm_event(3), rdma_ack_cm_event(3)