

**NAME**

rdma\_get\_request - Retrieves the next pending connection request event.

**SYNOPSIS**

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

```
int rdma_get_request (struct rdma_cm_id *listen, struct rdma_cm_id **id);
```

**ARGUMENTS**

listen        Listening rdma\_cm\_id.

id            rdma\_cm\_id associated with the new connection.

**DESCRIPTION**

Retrieves a connection request event. If no requests are pending, the call will block until an event is received.

**RETURN VALUE**

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

**NOTES**

This call may only be used on listening rdma\_cm\_id's operating synchronously. On success, a new rdma\_cm\_id representing the connection request will be returned to the user. The new rdma\_cm\_id will reference event information associated with the request until the user calls rdma\_reject, rdma\_accept, or rdma\_destroy\_id on the newly created identifier. For a description of the event data, see rdma\_get\_cm\_event.

If QP attributes are associated with the listening endpoint, the returned rdma\_cm\_id will also reference an allocated QP.

**SEE ALSO**

rdma\_get\_cm\_event(3), rdma\_accept(3), rdma\_reject(3), rdma\_connect(3), rdma\_listen(3), rdma\_destroy\_id(3)