

**NAME**

`rdma_migrate_id` - Move a communication identifier to a different event channel.

**SYNOPSIS**

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

```
int rdma_migrate_id (struct rdma_cm_id *id, struct rdma_event_channel *channel);
```

**ARGUMENTS**

`id`            An existing communication identifier to migrate.

`channel`       The communication channel that events associated with the allocated `rdma_cm_id` will be reported on. May be NULL.

**DESCRIPTION**

Migrates a communication identifier to a different event channel.

**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 routine migrates a communication identifier to the specified event channel and moves any pending events associated with the `rdma_cm_id` to the new channel. Users should not poll for events on the `rdma_cm_id`'s current event channel or invoke other routines on the `rdma_cm_id` while migrating between channels. This call will block while there are any unacknowledged events on the current event channel.

If the channel parameter is NULL, the specified `rdma_cm_id` will be placed into synchronous operation mode. All calls on the `id` will block until the operation completes.

**SEE ALSO**

`rdma_cm(7)`, `rdma_create_event_channel(3)`, `rdma_create_id(3)`, `rdma_get_cm_event(3)`