

NAME

rdma_reject - Called to reject a connection request.

SYNOPSIS

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

```
int rdma_reject (struct rdma_cm_id *id, const void *private_data, uint8_t private_data_len);
```

ARGUMENTS

id Connection identifier associated with the request.

private_data Optional private data to send with the reject message.

private_data_len

Specifies the size of the user-controlled data buffer. Note that the actual amount of data transferred to the remote side is transport dependent and may be larger than that requested.

DESCRIPTION

Called from the listening side to reject a connection or datagram service lookup request.

RETURN VALUE

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

NOTES

After receiving a connection request event, a user may call rdma_reject to reject the request. If the underlying RDMA transport supports private data in the reject message, the specified data will be passed to the remote side.

SEE ALSO

rdma_listen(3), rdma_accept(3), rdma_get_cm_event(3)