

**NAME**

rdma\_resolve\_route - Resolve the route information needed to establish a connection.

**SYNOPSIS**

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

```
int rdma_resolve_route (struct rdma_cm_id *id, int timeout_ms);
```

**ARGUMENTS**

id                RDMA identifier.

timeout\_ms       Time to wait for resolution to complete.

**DESCRIPTION**

Resolves an RDMA route to the destination address in order to establish a connection. The destination address must have already been resolved by calling `rdma_resolve_addr`.

**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 is called on the client side of a connection after calling `rdma_resolve_addr`, but before calling `rdma_connect`.

**INFINIBAND SPECIFIC**

This call obtains a path record that is used by the connection.

**SEE ALSO**

`rdma_resolve_addr(3)`, `rdma_connect(3)`, `rdma_get_cm_event(3)`