NAME
     rping - RDMA CM connection and RDMA ping-pong test.

SYNOPSIS
     rping -s [-v] [-V] [-d] [-P] [-a address] [-p port]
                         [-C message_count] [-S message_size]
     rping -c [-v] [-V] [-d] [-I address] -a address [-p port]
                         [-C message_count] [-S message_size]

DESCRIPTION
     Establishes a reliable RDMA connection between two nodes using the librdmacm, optionally performs
     RDMA transfers between the nodes, then disconnects.

OPTIONS
     -s   Run as the server.

     -c   Run as the client.

     -a address
          On the server, specifies the network address to bind the connection to. To bind to any address with
          IPv6 use -a ::0 . On the client, specifies the server address to connect to.

     -I address
          The address to bind to as the source IP address to use. This is useful if you have multiple addresses
          on the same network or complex routing.

     -p   Port number for listening server.

     -v   Display ping data.

     -V   Validate ping data.

     -d   Display debug information.

     -C message_count
          The number of messages to transfer over each connection. (default infinite)

     -S message_size
          The size of each message transferred, in bytes. (default 100)

-P   Run the server in persistent mode. This allows multiple rping clients to connect to a single server
     instance. The server will run until killed.

NOTES

Because this test maps RDMA resources to userspace, users must ensure that they have available
system resources and permissions. See the libibverbs README file for additional details.

SEE ALSO

rdma_cm(7), ucmatose(1), udaddy(1), mckey(1)