

**NAME**

`ibv_modify_srq` – modify attributes of a shared receive queue (SRQ)

**SYNOPSIS**

```
#include <infiniband/verbs.h>
```

```
int ibv_modify_srq(struct ibv_srq *srq,
                  struct ibv_srq_attr *srq_attr,
                  int srq_attr_mask);
```

**DESCRIPTION**

**ibv\_modify\_srq()** modifies the attributes of SRQ *srq* with the attributes in *srq\_attr* according to the mask *srq\_attr\_mask*. The argument *srq\_attr* is an `ibv_srq_attr` struct, as defined in `<infiniband/verbs.h>`.

```
struct ibv_srq_attr {
    uint32_t      max_wr;    /* maximum number of outstanding work requests (WRs) in the SRQ */
    uint32_t      max_sge;   /* number of scatter elements per WR (irrelevant for ibv_modify_srq) */
    uint32_t      srq_limit; /* the limit value of the SRQ */
};
```

The argument *srq\_attr\_mask* specifies the SRQ attributes to be modified. The argument is either 0 or the bitwise OR of one or more of the following flags:

**IBV\_SRQ\_MAX\_WR** Resize the SRQ

**IBV\_SRQ\_LIMIT** Set the SRQ limit

**RETURN VALUE**

**ibv\_modify\_srq()** returns 0 on success, or the value of `errno` on failure (which indicates the failure reason).

**NOTES**

If any of the modify attributes is invalid, none of the attributes will be modified.

Not all devices support resizing SRQs. To check if a device supports it, check if the **IBV\_DEVICE\_SRQ\_RESIZE** bit is set in the device capabilities flags.

Modifying the `srq_limit` arms the SRQ to produce an **IBV\_EVENT\_SRQ\_LIMIT\_REACHED** "low watermark" asynchronous event once the number of WRs in the SRQ drops below `srq_limit`.

**SEE ALSO**

`ibv_query_device(3)`, `ibv_create_srq(3)`, `ibv_destroy_srq(3)`, `ibv_query_srq(3)`

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