

NAME

`ibv_modify_wq` – Modify a Work Queue (WQ).

SYNOPSIS

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

```
struct int ibv_modify_wq(struct ibv_wq *wq,  
                        struct ibv_wq_attr *wq_attr);
```

DESCRIPTION

ibv_modify_wq() modifies a WQ *wq*. The argument *wq_attr* is an `ibv_wq_attr` struct, as defined in `<infiniband/verbs.h>`.

```
struct ibv_wq_attr {  
    uint32_t      attr_mask;    /* Use enum ibv_wq_attr_mask */  
    enum ibv_wq_state wq_state;  /* Move to this state */  
    enum ibv_wq_state curr_wq_state; /* Assume this is the current state */  
    uint32_t      flags;        /* Flags values to modify, use enum ibv_wq_flags */  
    uint32_t      flags_mask;   /* Which flags to modify, use enum ibv_wq_flags */  
};
```

The function **ibv_modify_wq()** will modify the WQ based on the given *wq_attr->attr_mask*

RETURN VALUE

returns 0 on success, or the value of `errno` on failure (which indicates the failure reason).

SEE ALSO

`ibv_create_wq(3)`, `ibv_destroy_wq(3)`,

AUTHORS

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