3.16.13.3 mcapi_endp_attr_memory_type_t

This attribute defines the memory type both the memory's locality, local, shared and remote. This is a channel compatibility attribute, meaning that a channel connection requires that this attribute value is the same for both channel endpoints.

Memory locality:

```
MCAPI_ENDP_ATTR_LOCAL_MEMORY          Default
MCAPI_ENDP_ATTR_SHARED_MEMORY
MCAPI_ENDP_ATTR_REMOTE_MEMORY
```

3.16.13.4 mcapi_endp_attr_num_priorities_t

This attribute defines the number of endpoint priorities. This is a channel compatibility attribute, meaning that a channel connection requires that this attribute value is the same for both channel endpoints. Default value is implementation defined.

3.16.13.5 mcapi_endp_attr_priority_t

This attribute defines the endpoint priority, applied to a channel at the time the channel is connected. This is a channel compatibility attribute, meaning that a channel connection requires that this attribute value is the same for both channel endpoints. A lower number means higher priority. A value of `MCAPI_MAX_PRORITY` (0) denotes the highest priority.

3.16.13.6 mcapi_endp_attr_num_send_buffers_t

This attribute contains the number of send buffers at the current endpoint priority level. Default value is implementation defined.

3.16.13.7 mcapi_endp_attr_num_recv_buffers_t

This attribute contains the number of receive buffers available. This can for example be used for throttling. Implementation defined default value

3.16.13.8 mcapi_endp_attr_status_t

This attribute contains endpoint status flags. Flags are used to query the status of an endpoint, e.g. if it is connected and if so what type of channel, direction, etc.

Note: The lower 16 bits are defined in mcapi.h whereas the upper 16 bits are reserved for implementation specific purposes and if used must be defined in implementation_spec.h. It is therefore recommended that the upper 16 bits are masked off at the application level.

```
0x00000000
      ----  mcapi.h
  ----            implementation_spec.h
```

Default = `0x00000000`

Standard status flags:

```
MCAPI_ENDP_ATTR_STATUS_CONNECTED      /* The endpoint is one end of a
                                      connected channel*/
MCAPI_ENDP_ATTR_STATUS_OPEN           /* A channels is open on this
                                      endpoint*/
MCAPI_ENDP_ATTR_STATUS_OPEN_PENDING   /* A channel open is pending */
MCAPI_ENDP_ATTR_STATUS_CLOSE_PENDING  /* A channel close is pending */
MCAPI_ENDP_ATTR_STATUS_PKTCHAN        /* Packet channel */
MCAPI_ENDP_ATTR_STATUS_SCLCHAN        /* Scalar channel */
MCAPI_ENDP_ATTR_STATUS_SEND           /* Send side */
MCAPI_ENDP_ATTR_STATUS_RECEIVE        /* Receive side */
```