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Subject: Re: [PATCH 04/10] sysctl: Fix neighbour table sysctls.  
Posted by [Andrew Morton](#) on Fri, 10 Aug 2007 01:55:21 GMT  
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<yoshfuji@linux-ipv6.org> wrote:

> Hello.

>

> In article <m1zm108axi.fsf\_-\_@ebiederm.dsl.xmission.com> (at Thu, 09 Aug 2007 18:56:09 -0600), ebiederm@xmission.com (Eric W. Biederman) says:

>

> >

> > - In ipv6 ndisc\_ifinfo\_sysctl\_change so it doesn't depend on binary

> > sysctl names for a function that works with proc.

> >

> > - In neighbour.c reorder the table to put the possibly unused entries

> > at the end so we can remove them by terminating the table early.

> >

> > - In neighbour.c kill the entries with questionable binary sysctl

> > handling behavior.

> >

> > - In neighbour.c if we don't have a strategy routine remove the

> > binary path. So we don't the default sysctl strategy routine

> > on data that is not ready for it.

> >

>

> I disagree. It is bad to remove existing interface.

But it is good to remove bad interfaces, if we possibly can.

It is worth making the attempt. Does anyone know of anything which will break? I fed NET\_NEIGH\_ANYCAST\_DELAY at random into <http://www.google.com/codesearch> and came up with nothing...

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