
Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by [Daniel Lezcano](#) on Fri, 15 Dec 2006 20:21:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dave Hansen wrote:

> On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:

>

>> --- 2.6.19-mm1.orig/net/ipv4/udp.c

>> +++ 2.6.19-mm1/net/ipv4/udp.c

>> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_

>> (inet->dport != rmt_port && inet->dport) ||

>> (inet->rcv_saddr && inet->rcv_saddr != loc_addr) ||

>> ipv6_only_sock(s) ||

>> - !net_ns_match(sk->sk_net_ns, ns) ||

>> (s->sk_bound_dev_if && s->sk_bound_dev_if != dif))

>> continue;

>> #ifdef CONFIG_NET_NS

>> + if (!net_ns_sock_is_visible(sk, ns))

>> + continue;

>> #endif

>>

>

> Why is this #ifdef needed? Isn't the stub in the header good enough?

>

I don't know. What does the compiler ? Will it remove the "return 1" code from the stub if CONFIG_NET_NS is disabled because the test will be always true ?

Containers mailing list

Containers@lists.osdl.org

<https://lists.osdl.org/mailman/listinfo/containers>
