
Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by [Daniel Lezcano](#) on Fri, 15 Dec 2006 20:21:03 GMT
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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 ?

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