Subject: Re: [RFD] L2 Network namespace infrastructure
Posted by Ben Greear on Sat, 23 Jun 2007 15:20:40 GMT
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Patrick McHardy wrote:
> Eric W. Biederman wrote:
>
>> -- The basic design
>>
>> There will be a network namespace structure that holds the global
>> variables for a network namespace, making those global variables
>> per network namespace.
>>
>> One of those per network namespace global variables will be the
>> loopback device. Which means the network namespace a packet resides
>> in can be found simply by examining the network device or the socket
>> the packet is traversing.
>>
>> Either a pointer to this global structure will be passed into
>> the functions that need to reference per network namespace variables
>> or a structure that is already passed in (such as the network device)
>> will be modified to contain a pointer to the network namespace
>> structure.
>>
>
>
> I believe OpenVZ stores the current namespace somewhere global,
> which avoids passing the namespace around. Couldn't you do this
> as well?
>
Will we be able to have a single application be in multiple name-spaces?

Thanks,
Ben

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