
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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