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Subject: [PATCH 1/4] Use the skb\_set\_queue\_mapping where appropriate  
Posted by Pavel Emelianov on Fri, 19 Oct 2007 09:00:52 GMT

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There's already such a helper to initialize this field.

Use it.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

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```
diff --git a/net/core/dev.c b/net/core/dev.c
index 38b03da..8726589 100644
--- a/net/core/dev.c
+++ b/net/core/dev.c
@@ -1661,7 +1661,7 @@ gso:
q = dev->qdisc;
if (q->enqueue) {
/* reset queue_mapping to zero */
- skb->queue_mapping = 0;
+ skb_set_queue_mapping(skb, 0);
rc = q->enqueue(skb, q);
qdisc_run(dev);
spin_unlock(&dev->queue_lock);
diff --git a/net/core/pktgen.c b/net/core/pktgen.c
index 8cae60c..d4d9a36 100644
--- a/net/core/pktgen.c
+++ b/net/core/pktgen.c
@@ -2603,8 +2603,7 @@ static struct sk_buff *fill_packet_ipv4(struct net_device *odev,
skb->network_header = skb->tail;
skb->transport_header = skb->network_header + sizeof(struct iphdr);
skb_put(skb, sizeof(struct iphdr) + sizeof(struct udphdr));
- skb->queue_mapping = pkt_dev->cur_queue_map;
-
+ skb_set_queue_mapping(skb, pkt_dev->cur_queue_map);
iph = ip_hdr(skb);
udph = udp_hdr(skb);

@@ -2941,8 +2940,7 @@ static struct sk_buff *fill_packet_ip6(struct net_device *odev,
skb->network_header = skb->tail;
skb->transport_header = skb->network_header + sizeof(struct ipv6hdr);
skb_put(skb, sizeof(struct ipv6hdr) + sizeof(struct udphdr));
- skb->queue_mapping = pkt_dev->cur_queue_map;
-
+ skb_set_queue_mapping(skb, pkt_dev->cur_queue_map);
iph = ipv6_hdr(skb);
udph = udp_hdr(skb);
```

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