
Subject: [PATCH 3/3] Use BUILD_BUG_ON in net/core/flowi.c
Posted by [Pavel Emelianov](#) on Mon, 22 Oct 2007 15:28:02 GMT
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Instead of ugly extern not-existing function.

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

diff --git a/net/core/flow.c b/net/core/flow.c

index 0ab5234..3ed2b4b 100644

--- a/net/core/flow.c

+++ b/net/core/flow.c

@@ -142,8 +142,6 @@ typedef u64 flow_compare_t;
typedef u32 flow_compare_t;
#endif

-extern void flowi_is_missized(void);

-

/* I hear what you're saying, use memcmp. But memcmp cannot make
* important assumptions that we can here, such as alignment and
* constant size.

@@ -153,8 +151,7 @@ static int flow_key_compare(struct flowi *key1, struct flowi *key2)
flow_compare_t *k1, *k1_lim, *k2;
const int n_elem = sizeof(struct flowi) / sizeof(flow_compare_t);

- if (sizeof(struct flowi) % sizeof(flow_compare_t))

- flowi_is_missized();

+ BUILD_BUG_ON(sizeof(struct flowi) % sizeof(flow_compare_t));

k1 = (flow_compare_t *) key1;

k1_lim = k1 + n_elem;

--

1.5.3.4
