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Subject: [PATCH 1/8] Move the sock\_copy() from the header  
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:40:03 GMT  
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The sock\_copy() call is not used outside the sock.c file,  
so just move it into a sock.c

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

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```
diff --git a/include/net/sock.h b/include/net/sock.h
index 43fc3fa..ecad7b4 100644
--- a/include/net/sock.h
+++ b/include/net/sock.h
@@ -993,20 +993,6 @@ static inline void sock_graft(struct sock *sk, struct socket *parent)
     write_unlock_bh(&sk->sk_callback_lock);
 }

-static inline void sock_copy(struct sock *nsk, const struct sock *osk)
-{
-#ifdef CONFIG_SECURITY_NETWORK
- void *sptr = nsk->sk_security;
-#endif
-
- memcpy(nsk, osk, osk->sk_prot->obj_size);
- get_net(nsk->sk_net);
-#ifdef CONFIG_SECURITY_NETWORK
- nsk->sk_security = sptr;
- security_sk_clone(osk, nsk);
-#endif
-}
-
extern int sock_i_uid(struct sock *sk);
extern unsigned long sock_i_ino(struct sock *sk);
```

```
diff --git a/net/core/sock.c b/net/core/sock.c
index bba9949..fdacf9c 100644
--- a/net/core/sock.c
+++ b/net/core/sock.c
@@ -857,6 +857,20 @@ static inline void sock_lock_init(struct sock *sk)
     af_family_keys + sk->sk_family);
 }

+static void sock_copy(struct sock *nsk, const struct sock *osk)
+{
+#ifdef CONFIG_SECURITY_NETWORK
+ void *sptr = nsk->sk_security;
```

```
+ #endif
+
+ memcpy(nsk, osk, osk->sk_prot->obj_size);
+ get_net(nsk->sk_net);
+ #ifdef CONFIG_SECURITY_NETWORK
+ nsk->sk_security = spttr;
+ security_sk_clone(osk, nsk);
+ #endif
+}
+
+ /**
+  * sk_alloc - All socket objects are allocated here
+  * @net: the applicable net namespace
+  *
+  */
+
+ 1.5.3.4
```

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