

---

Subject: [PATCH 2/8] Move the get\_net() from sock\_copy()  
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:42:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The sock\_copy() is supposed to just clone the socket. In a perfect world it has to be just memcpy, but we have to handle the security mark correctly. All the extra setup must be performed in sk\_clone() call, so move the get\_net() into more proper place.

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

---

```
diff --git a/net/core/sock.c b/net/core/sock.c
index fdacf9c..9c2dbfa 100644
--- a/net/core/sock.c
+++ b/net/core/sock.c
@@ -864,7 +864,6 @@ static void sock_copy(struct sock *nsk, const struct sock *osk)
#endif

    memcpy(nsk, osk, osk->sk_prot->obj_size);
-   get_net(nsk->sk_net);
#ifndef CONFIG_SECURITY_NETWORK
    nsk->sk_security = sptr;
    security_sk_clone(osk, nsk);
@@ -958,6 +957,7 @@ struct sock *sk_clone(const struct sock *sk, const gfp_t priority)
    sock_copy(newsk, sk);

/* SANITY */
+   get_net(newsk->sk_net);
    sk_node_init(&newsk->sk_node);
    sock_lock_init(newsk);
    bh_lock_sock(newsk);
--
```

1.5.3.4

---