
Subject: [PATCH 2/8] Move the get_net() from sock_copy()
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:42:40 GMT
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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 Emelianov <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);
 #ifdef 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
```
