
Subject: [PATCH 7/8] Remove bogus zero_it argument from sk_alloc

Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:55:19 GMT

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At this point nobody calls the sk_alloc() with zero_it == 0,
so remove unneeded checks from it.

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

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

index c032f48..77575c3 100644

--- a/net/core/sock.c

+++ b/net/core/sock.c

@@ -931,21 +931,16 @@ struct sock *sk_alloc(struct net *net, int family, gfp_t priority,
{
 struct sock *sk;

- if (zero_it)
- priority |= __GFP_ZERO;
-
- sk = sk_prot_alloc(prot, priority, family);
+ sk = sk_prot_alloc(prot, priority | __GFP_ZERO, family);
 if (sk) {
- if (zero_it) {
- sk->sk_family = family;
- /*
- * See comment in struct sock definition to understand
- * why we need sk_prot_creator -acme
- */
- sk->sk_prot = sk->sk_prot_creator = prot;
- sock_lock_init(sk);
- sk->sk_net = get_net(net);
- }
+ sk->sk_family = family;
+ /*
+ * See comment in struct sock definition to understand
+ * why we need sk_prot_creator -acme
+ */
+ sk->sk_prot = sk->sk_prot_creator = prot;
+ sock_lock_init(sk);
+ sk->sk_net = get_net(net);
 }

return sk;

--

1.5.3.4
