
Subject: Re: [PATCH 3/5] Hide the dead code in the net_namespace.c

Posted by [davem](#) on Thu, 01 Nov 2007 07:45:06 GMT

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From: Pavel Emelyanov <xemul@openvz.org>

Date: Wed, 31 Oct 2007 22:28:51 +0300

> The namespace creation/destruction code is never called
> if the CONFIG_NET_NS is n, so it's OK to move it under
> appropriate ifdef.
>
> The copy_net_ns() in the "n" case checks for flags and
> returns -EINVAL when new net ns is requested. In a perfect
> world this stub must be in net_namespace.h, but this
> function need to know the CLONE_NEWNET value and thus
> requires sched.h. On the other hand this header is to be
> injected into almost every .c file in the networking code,
> and making all this code depend on the sched.h is a
> suicidal attempt.
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

Applied.
