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.