
Subject: [PATCH -net 2/2] Put proc_net_create() on death row
Posted by [Alexey Dobriyan](#) on Tue, 06 Nov 2007 12:23:50 GMT
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proc_net_create() stands on the way of shrinking the number of interfaces one can use for /proc files, namely, it uses ->get_info hook which will be converted, deprecated and deleted on its own schedule.

Signed-off-by: Alexey Dobriyan <adobriyan@sw.ru>

Documentation/feature-removal-schedule.txt | 9 ++++++++
include/linux/proc_fs.h | 8 ++++++--
2 files changed, 15 insertions(+), 2 deletions(-)

--- a/Documentation/feature-removal-schedule.txt
+++ b/Documentation/feature-removal-schedule.txt
@@ -130,6 +130,15 @@ Who: Christoph Hellwig <hch@lst.de>

+What: proc_net_create()
+When: 2.6.25
+Why: proc_net_create() stands on the way of shrinking the number of
+ interfaces one can use for /proc files, namely, it uses ->get_info
+ hook which will be deleted later.
+Who: Alexey Dobriyan <adobriyan@gmail.com>

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+
What: CONFIG_FORCED_INLINING
When: June 2006
Why: Config option is there to see if gcc is good enough. (in january
--- a/include/linux/proc_fs.h
+++ b/include/linux/proc_fs.h
@@ -196,7 +196,7 @@ static inline struct proc_dir_entry *create_proc_info_entry(const char
*name,
return res;
}

-extern struct proc_dir_entry *proc_net_create(struct net *net,
+extern __deprecated struct proc_dir_entry *proc_net_create(struct net *net,
const char *name, mode_t mode, get_info_t *get_info);
extern struct proc_dir_entry *proc_net_fops_create(struct net *net,
const char *name, mode_t mode, const struct file_operations *fops);
@@ -208,7 +208,11 @@ extern void proc_net_remove(struct net *net, const char *name);
#define proc_bus NULL

```
#define proc_net_fops_create(net, name, mode, fops) ({ (void)(mode), NULL; })
-#define proc_net_create(net, name, mode, info) ({ (void)(mode), NULL; })
+static inline __deprecated struct proc_dir_entry *proc_net_create(
+ struct net *net, const char *name, mode_t mode, get_info_t *get_info)
+{
+ return NULL;
+}
static inline void proc_net_remove(struct net *net, const char *name) {}

static inline void proc_flush_task(struct task_struct *task)
```
