
Subject: [PATCH 2/4] Add missed tunnel64_err handler
Posted by [Pavel Emelianov](#) on Fri, 09 Nov 2007 13:14:12 GMT
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The tunnel64_protocol uses the tunnel4_protocol's err_handler and thus calls the tunnel4_protocol's handlers.

This is not very good, as in case of (icmp) error the wrong error handlers will be called (e.g. ipip ones instead of sit) and this won't be noticed at all, because the error is not reported.

Was that made deliberately and I miss something?

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

```
diff --git a/net/ipv4/tunnel4.c b/net/ipv4/tunnel4.c
index c71617c..7938430 100644
--- a/net/ipv4/tunnel4.c
+++ b/net/ipv4/tunnel4.c
@@ -145,6 +145,17 @@ static void tunnel4_err(struct sk_buff *skb, u32 info)
     break;
 }

+#if defined(CONFIG_IPV6) || defined(CONFIG_IPV6_MODULE)
+static void tunnel64_err(struct sk_buff *skb, u32 info)
+{
+ struct xfrm_tunnel *handler;
+
+ for (handler = tunnel64_handlers; handler; handler = handler->next)
+ if (!handler->err_handler(skb, info))
+ break;
+}
+#endif
+
static struct net_protocol tunnel4_protocol = {
    .handler = tunnel4_rcv,
    .err_handler = tunnel4_err,
@@ -154,7 +165,7 @@ static struct net_protocol tunnel4_protocol = {
#if defined(CONFIG_IPV6) || defined(CONFIG_IPV6_MODULE)
static struct net_protocol tunnel64_protocol = {
    .handler = tunnel64_rcv,
- .err_handler = tunnel4_err,
+ .err_handler = tunnel64_err,
    .no_policy = 1,
};
#endif
#endif
```

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1.5.3.4
