
Subject: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure
Posted by [Pavel Emelianov](#) on Fri, 09 Nov 2007 13:39:41 GMT

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The packet_socks_nr variable is used purely for debugging the number of sockets.

As Arnaldo pointed out, there's already an infrastructure for this purposes, so switch to using it.

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

```
diff --git a/net/packet/af_packet.c b/net/packet/af_packet.c
```

```
index 4cb2dfb..36331a5 100644
```

```
--- a/net/packet/af_packet.c
```

```
+++ b/net/packet/af_packet.c
```

```
@@ -139,9 +139,6 @@ dev->hard_header == NULL (ll header is added by device, we cannot control it)
```

```
static HLIST_HEAD(packet_sklist);
```

```
static DEFINE_RWLOCK(packet_sklist_lock);
```

```
-static atomic_t packet_socks_nr;
```

```
-
```

```
-
```

```
/* Private packet socket structures. */
```

```
struct packet_mclist
```

```
@@ -236,10 +233,7 @@ static void packet_sock_destruct(struct sock *sk)
```

```
    return;
```

```
    }
```

```
- atomic_dec(&packet_socks_nr);
```

```
-#ifdef PACKET_REFCNT_DEBUG
```

```
- printk(KERN_DEBUG "PACKET socket %p is free, %d are alive\n", sk,
```

```
atomic_read(&packet_socks_nr));
```

```
-#endif
```

```
+ sk_refcnt_debug_dec(sk);
```

```
    }
```

```
@@ -849,6 +843,7 @@ static int packet_release(struct socket *sock)
```

```
/* Purge queues */
```

```
    skb_queue_purge(&sk->sk_receive_queue);
```

```
+ sk_refcnt_debug_release(sk);
```

```
sock_put(sk);
return 0;
@@ -1010,7 +1005,7 @@ static int packet_create(struct net *net, struct socket *sock, int
protocol)
    po->num = proto;

    sk->sk_destruct = packet_sock_destruct;
- atomic_inc(&packet_socks_nr);
+ sk_refcnt_debug_inc(sk);
```

```
/*
 * Attach a protocol block
--
```

1.5.3.4
