
Subject: [PATCH] Use sockfd_lookup_light in the rest of the net/socket.c

Posted by [Pavel Emelianov](#) on Wed, 14 Nov 2007 16:42:18 GMT

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Some time ago a sockfd_lookup_light was introduced and most of the socket.c file was patched to use it. However two routines were left - sys_sendto and sys_recvfrom.

Patch them as well, since this helper does exactly what these two need.

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```
---
diff --git a/net/socket.c b/net/socket.c
index 74784df..f8ec651 100644
--- a/net/socket.c
+++ b/net/socket.c
@@ -1581,16 +1581,11 @@ asmlinkage long sys_sendto(int fd, void __user *buff, size_t len,
    struct msghdr msg;
    struct iovec iov;
    int fput_needed;
- struct file *sock_file;

- sock_file = fget_light(fd, &fput_needed);
- err = -EBADF;
- if (!sock_file)
+ sock = sockfd_lookup_light(fd, &err, &fput_needed);
+ if (!sock)
    goto out;

- sock = sock_from_file(sock_file, &err);
- if (!sock)
- goto out_put;
- iov.iov_base = buff;
- iov.iov_len = len;
- msg.msg_name = NULL;
@@ -1612,7 +1607,7 @@ asmlinkage long sys_sendto(int fd, void __user *buff, size_t len,
    err = sock_sendmsg(sock, &msg, len);

out_put:
- fput_light(sock_file, fput_needed);
+ fput_light(sock->file, fput_needed);
out:
    return err;
}
@@ -1641,17 +1636,11 @@ asmlinkage long sys_recvfrom(int fd, void __user *ubuf, size_t size,
```

```

    struct msghdr msg;
    char address[MAX_SOCKET_ADDR];
    int err, err2;
- struct file *sock_file;
    int fput_needed;

- sock_file = fget_light(fd, &fput_needed);
- err = -EBADF;
- if (!sock_file)
- goto out;
-
- sock = sock_from_file(sock_file, &err);
+ sock = sockfd_lookup_light(fd, &err, &fput_needed);
    if (!sock)
- goto out_put;
+ goto out;

    msg.msg_control = NULL;
    msg.msg_controllen = 0;
@@ -1670,8 +1659,8 @@ asmlinkage long sys_recvfrom(int fd, void __user *ubuf, size_t size,
    if (err2 < 0)
        err = err2;
    }
-out_put:
- fput_light(sock_file, fput_needed);
+
+ fput_light(sock->file, fput_needed);
out:
    return err;
}

```
