Subject: [PATCH 2/2][INET] (resend) Move the reqsk_queue_yank_listen_sk from header
Posted by Pavel Emelianov on Thu, 15 Nov 2007 08:43:01 GMT
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This function is used in the net/core/request_sock.c only.
No need in keeping it in the header file.

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

```
diff --git a/include/net/request_sock.h b/include/net/request_sock.h
index 0a954ee..cff4608 100644
--- a/include/net/request_sock.h
+++ b/include/net/request_sock.h
@@ -124,18 +124,6 @@ struct request_sock_queue {
 extern int reqsk_queue_alloc(struct request_sock_queue *queue,
        unsigned int nr_table_entries);

-static inline struct listen_sock *reqsk_queue_yank_listen_sk(struct request_sock_queue *queue)
-{
- struct listen_sock *lopt;
-
- write_lock_bh(&queue->syn_wait_lock);
- lopt = queue->listen_opt;
- queue->listen_opt = NULL;
- write_unlock_bh(&queue->syn_wait_lock);
-
- return lopt;
-}
-
 extern void __reqsk_queue_destroy(struct request_sock_queue *queue);
 extern void reqsk_queue_destroy(struct request_sock_queue *queue);

diff --git a/net/core/request_sock.c b/net/core/request_sock.c
index dd78b85..45aed75 100644
--- a/net/core/request_sock.c
+++ b/net/core/request_sock.c
@@ -93,6 +93,19 @@ void __reqsk_queue_destroy(struct request_sock_queue *queue)

 EXPORT_SYMBOL(__reqsk_queue_destroy);

+static inline struct listen_sock *reqsk_queue_yank_listen_sk(
+  struct request_sock_queue *queue)
+{
+ struct listen_sock *lopt;
+
```

```
+ write_lock_bh(&queue->syn_wait_lock);
+ lopt = queue->listen_opt;
+ queue->listen_opt = NULL;
+ write_unlock_bh(&queue->syn_wait_lock);
+
+ return lopt;
+}
+
 void reqsk_queue_destroy(struct request_sock_queue *queue)
 {
  /* make all the listen_opt local to us */
```