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Subject: Re: namespace support requires network modules to say "GPL"

Posted by [Mark Lord](#) on Sat, 01 Dec 2007 20:21:12 GMT

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Eric W. Biederman wrote:

> Stephen Hemminger <[shemminger@linux-foundation.org](mailto:shemminger@linux-foundation.org)> writes:

>  
>> Actually, the whole mess would go away if the api for dev\_get\_by\_XXXX hadn't  
>> been changed in the namespace transition. IMHO the interface to  
>> dev\_get\_by\_name()  
>> should not have added a namespace parameter, of the callers in the tree, only  
>> two use a different namespace. So it would have been better to to introduce  
>> dev\_get\_by\_name\_ns() with the extra parameter.

>  
> As a general rule if you are calling dev\_get\_by\_name and taking an &init\_net  
> parameter that means you code has not yet been converted to actually support  
> network namespaces.

>  
> Not everything can be safely changed at once so we take it by steps. When  
> the code fully supports network namespaces practically nothing will take  
> an &init\_net parameter. The network namespace parameter will come in  
> some form from userspace. Either from current or from the network  
> socket.

>  
> Except for boot time initialization I don't know of any cases using  
> dev\_get\_by\_XXXX that won't need to be modified before the network  
> namespace work is complete.

>  
> I believe I mentioned that this getting the fully network namespace  
> support was going to take a while and a bunch of patches at the  
> outset.

>  
>> Can we get this resolved before 2.6.24 is released? Going back and forth  
>> on API's is just needless frottage.

>  
> Sure. We keep the updated dev\_get\_by\_XXXX that takes a network  
> namespace parameter.

..

And what should code be passing in when "# CONFIG\_NET\_NS is not set" ?

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Containers mailing list

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<https://lists.linux-foundation.org/mailman/listinfo/containers>

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