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Subject: Re: [PATCH 2.6.25] net: removes unnecessary dependencies for net\_namespace.h

Posted by [ebiederm](#) on Mon, 03 Dec 2007 11:56:01 GMT

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"Denis V. Lunev" <den@openvz.org> writes:

> This patch removes some unneeded includes for net\_namespace.h to speed up  
> compilation.

>

> Signed-off-by: Denis V. Lunev <den@openvz.org>

>

> diff --git a/include/net/pkt\_cls.h b/include/net/pkt\_cls.h

> index f285de6..28b7f25 100644

> --- a/include/net/pkt\_cls.h

> +++ b/include/net/pkt\_cls.h

> @@ -2,7 +2,6 @@

> #define \_\_NET\_PKT\_CLS\_H

>

> #include <linux/pkt\_cls.h>

> -#include <net/net\_namespace.h>

> #include <net/sch\_generic.h>

> #include <net/act\_api.h>

What of tcf\_match\_indev? I guess linux/netdevice.h brings it in for us but still.

> diff --git a/include/net/sock.h b/include/net/sock.h

> index 43e3cd9..a04e361 100644

> --- a/include/net/sock.h

> +++ b/include/net/sock.h

> @@ -57,7 +57,6 @@

> #include <asm/atomic.h>

> #include <net/dst.h>

> #include <net/checksum.h>

> -#include <net/net\_namespace.h>

>

> /\*

> \* This structure really needs to be cleaned up.

> @@ -95,6 +94,7 @@ typedef struct {

>

> struct sock;

> struct proto;

> +struct net;

>

> /\*\*

> \* struct sock\_common - minimal network layer representation of sockets

This hunk definitely looks sane.

Eric

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