
Subject: [PATCH 2.6.25] net: netns compilation speedup

Posted by [den](#) on Tue, 04 Dec 2007 09:02:35 GMT

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This patch speedups compilation when net_namespace.h is changed.

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--

```
diff --git a/include/net/pkt_cls.h b/include/net/pkt_cls.h
```

```
index f285de6..2eaf204 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>
```

```
@@ -336,6 +335,8 @@ static inline int tcf_valid_offset(const struct sk_buff *skb,  
{
```

```
#ifdef CONFIG_NET_CLS_IND
```

```
+#include <net/net_namespace.h>
```

```
+
```

```
static inline int
```

```
tcf_change_indev(struct tcf_proto *tp, char *indev, struct rtattr *indev_tlv)
```

```
{
```

```
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
