
Subject: [PATCH] Use BUILD_BUG_ON for tcp_skb_cb size checking

Posted by [Pavel Emelianov](#) on Fri, 07 Dec 2007 17:42:04 GMT

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The sizeof(struct tcp_skb_cb) should not be less than the sizeof(skb->cb). This is checked in net/ipv4/tcp.c, but this check can be made more gracefully.

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

diff --git a/net/ipv4/tcp.c b/net/ipv4/tcp.c

index 8e65182..c8bebd3 100644

--- a/net/ipv4/tcp.c

+++ b/net/ipv4/tcp.c

@@ -2411,7 +2411,6 @@ void tcp_done(struct sock *sk)
}

EXPORT_SYMBOL_GPL(tcp_done);

-extern void __skb_cb_too_small_for_tcp(int, int);

extern struct tcp_congestion_ops tcp_reno;

static __initdata unsigned long thash_entries;

@@ -2430,9 +2429,7 @@ void __init tcp_init(void)

unsigned long limit;

int order, i, max_share;

- if (sizeof(struct tcp_skb_cb) > sizeof(skb->cb))

- __skb_cb_too_small_for_tcp(sizeof(struct tcp_skb_cb),

- sizeof(skb->cb));

+ BUILD_BUG_ON(sizeof(struct tcp_skb_cb) > sizeof(skb->cb));

tcp_hashinfo.bind_bucket_cachep =

kmem_cache_create("tcp_bind_bucket",