
Subject: Re: [PATCH 2.6.25] netns: struct net content re-work
Posted by [ebiederm](#) on Tue, 11 Dec 2007 03:52:56 GMT
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The idea of separate structures make sense, and seems needed and useful.

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

```
> diff --git a/include/net/netns/unix.h b/include/net/netns/unix.h
> new file mode 100644
> index 0000000..27b4e7f
> --- /dev/null
> +++ b/include/net/netns/unix.h
>      ^^^^^
```

Given that we are making this per protocol adding a separate directory to hold them seems to be the wrong grouping. Ideally we want everything for the protocol all together in the same location so it is easy to find. Possibly with a user/kernel split.

So perhaps `unix_net.h`

```
> @@ -0,0 +1,13 @@
> +/*
> + * Unix network namespace
> + */
> +#ifndef __NETNS_UNIX_H__
> +#define __NETNS_UNIX_H__
> +
> +struct ctl_table_header;
> +struct netns_unix {
> + int sysctl_unix_max_dgram_qlen;
> + struct ctl_table_header *unix_ctl;
> +};
```

How about `struct unix_net`? I think that tracks a little better with how we have done `struct in_device`, `ip6_dev` and their friends.

Eric

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