Subject: Re: [PATCH 2.6.25] netns: struct net content re-work Posted by den on Tue, 11 Dec 2007 07:33:45 GMT

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Eric W. Biederman wrote:
> 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
Siven 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
The idea was simple:
- I can name 5 files right now
- I want them to be shown to gather by Is
- so, there are 2 ways, namely:
 # include/net/netns/unix.h
 # include/net/netns-unix.h
Regards,
Den
>> @ @ -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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