
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

> ^^^^^^

> 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

The idea was simple:

- I can name 5 files right now

- I want them to be shown to gather by ls

- 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
>

Containers mailing list
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