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Subject: Re: [PATCH net-2.6.25][NEIGH] Make neigh\_add\_timer symmetrical to neigh\_del\_timer

Posted by [davem](#) on Thu, 20 Dec 2007 23:50:11 GMT

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From: Pavel Emelyanov <xemul@openvz.org>

Date: Thu, 20 Dec 2007 12:50:37 +0300

> The neigh\_del\_timer() looks sane - it removes the timer and  
> (conditionally) puts the neighbor. I expected, that the  
> neigh\_add\_timer() is symmetrical to the del one - i.e. it  
> holds the neighbor and arms the timer - but it turned out  
> that it was not so.

>

> I think, that making them look symmetrical makes the code  
> more readable.

>

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

I agree, it looks more readable now, applied.

This code used to be a lot worse, I think we had some confusion about whether the timer should always not be pending in these circumstances. But that was a bug fix from a long time ago, however I believe that's where the dump\_stack() bug check came from in the add timer case.

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