
Subject: [PATCH 2.6.25] [NEIGH] Make /proc/net/arp opening consistent with seq_net_open semantics

Posted by [den](#) on Thu, 10 Jan 2008 11:29:08 GMT

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seq_open_net requires that first field of the seq->private data to be struct seq_net_private. In reality this is a single pointer to a struct net for now. The patch makes code consistent.

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diff --git a/include/net/neighbour.h b/include/net/neighbour.h

index a9dda29..09f9fc6 100644

--- a/include/net/neighbour.h

+++ b/include/net/neighbour.h

@@ -223,7 +223,7 @@ extern void __neigh_for_each_release(struct neigh_table *tbl, int (*cb)(struct n

extern void pneigh_for_each(struct neigh_table *tbl, void (*cb)(struct pneigh_entry *));

struct neigh_seq_state {

- struct net *net;

+ struct seq_net_private p;

struct neigh_table *tbl;

void (*neigh_sub_iter)(struct neigh_seq_state *state,
struct neighbour *n, loff_t *pos);

diff --git a/net/core/neighbour.c b/net/core/neighbour.c

index 8024933..19c0dd1 100644

--- a/net/core/neighbour.c

+++ b/net/core/neighbour.c

@@ -2142,7 +2142,7 @@ EXPORT_SYMBOL(__neigh_for_each_release);

static struct neighbour *neigh_get_first(struct seq_file *seq)

{

struct neigh_seq_state *state = seq->private;

- struct net *net = state->net;

+ struct net *net = state->p.net;

struct neigh_table *tbl = state->tbl;

struct neighbour *n = NULL;

int bucket = state->bucket;

@@ -2183,7 +2183,7 @@ static struct neighbour *neigh_get_next(struct seq_file *seq,
loff_t *pos)

{

struct neigh_seq_state *state = seq->private;

- struct net *net = state->net;

+ struct net *net = state->p.net;

struct neigh_table *tbl = state->tbl;

```

    if (state->neigh_sub_iter) {
@@ -2243,7 +2243,7 @@ static struct neighbour *neigh_get_idx(struct seq_file *seq, loff_t *pos)
    static struct p neigh_entry *pneigh_get_first(struct seq_file *seq)
    {
        struct neigh_seq_state *state = seq->private;
- struct net * net = state->net;
+ struct net * net = state->p.net;
        struct neigh_table *tbl = state->tbl;
        struct p neigh_entry *pn = NULL;
        int bucket = state->bucket;
@@ -2266,7 +2266,7 @@ static struct p neigh_entry *pneigh_get_next(struct seq_file *seq,
        loff_t *pos)
    {
        struct neigh_seq_state *state = seq->private;
- struct net * net = state->net;
+ struct net * net = state->p.net;
        struct neigh_table *tbl = state->tbl;

        pn = pn->next;

```
