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.

```
Signed-off-by: Denis V. Lunev <den@openvz.org>
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 seg 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 seg file *seg,
   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 pneigh_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 pneigh_entry *pn = NULL;
 int bucket = state->bucket;
@ @ -2266,7 +2266,7 @ @ static struct pneigh_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;
```