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Subject: [PATCH net-2.6.25 3/4][NETNS][RAW]: Eliminate explicit init\_net references.

Posted by [Pavel Emelianov](#) on Mon, 14 Jan 2008 13:11:17 GMT

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Happily, in all the rest places (->bind callbacks only), that require the struct net, we have a socket, so get the net from it.

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

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net/ipv4/raw.c | 2 +-
net/ipv6/raw.c | 4 +++
2 files changed, 3 insertions(+), 3 deletions(-)

diff --git a/net/ipv4/raw.c b/net/ipv4/raw.c
index 4e95372..206c869 100644
--- a/net/ipv4/raw.c
+++ b/net/ipv4/raw.c
@@ -625,7 +625,7 @@ static int raw_bind(struct sock *sk, struct sockaddr *uaddr, int addr_len)

     if (sk->sk_state != TCP_CLOSE || addr_len < sizeof(struct sockaddr_in))
         goto out;
-    chk_addr_ret = inet_addr_type(&init_net, addr->sin_addr.s_addr);
+    chk_addr_ret = inet_addr_type(sk->sk_net, addr->sin_addr.s_addr);
     ret = -EADDRNOTAVAIL;
     if (addr->sin_addr.s_addr && chk_addr_ret != RTN_LOCAL &&
         chk_addr_ret != RTN_MULTICAST && chk_addr_ret != RTN_BROADCAST)
diff --git a/net/ipv6/raw.c b/net/ipv6/raw.c
index 026fa91..970529e 100644
--- a/net/ipv6/raw.c
+++ b/net/ipv6/raw.c
@@ -291,7 +291,7 @@ static int rawv6_bind(struct sock *sk, struct sockaddr *uaddr, int
addr_len)
     if (!sk->sk_bound_dev_if)
         goto out;

-    dev = dev_get_by_index(&init_net, sk->sk_bound_dev_if);
+    dev = dev_get_by_index(sk->sk_net, sk->sk_bound_dev_if);
     if (!dev) {
         err = -ENODEV;
         goto out;
@@ -304,7 +304,7 @@ static int rawv6_bind(struct sock *sk, struct sockaddr *uaddr, int
addr_len)
     v4addr = LOOPBACK4_IPV6;
     if (!(addr_type & IPV6_ADDR_MULTICAST)) {
         err = -EADDRNOTAVAIL;
-    if (!ipv6_chk_addr(&init_net, &addr->sin6_addr,
```

```
+ if (!ipv6_chk_addr(sk->sk_net, &addr->sin6_addr,  
    dev, 0)) {  
    if (dev)  
        dev_put(dev);  
--
```

1.5.3.4

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