
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>

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
