
Subject: [PATCH net-2.6.25] [ARP] Move inet_addr_type call after simple error checks in arp_constructor.

Posted by [den](#) on Mon, 14 Jan 2008 13:53:32 GMT

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The neighbour entry will be destroyed in the case of error, so it is pointless to perform constly routing table lookup in this case.

Signed-off-by: Denis V. Lunev <den@openvz.org>

net/ipv4/arp.c | 4 ++--

1 files changed, 2 insertions(+), 2 deletions(-)

diff --git a/net/ipv4/arp.c b/net/ipv4/arp.c

index b715ec0..49c24ff 100644

--- a/net/ipv4/arp.c

+++ b/net/ipv4/arp.c

```
@@ -235,8 +235,6 @@ static int arp_constructor(struct neighbour *neigh)
    struct in_device *in_dev;
    struct neigh_parms *parms;
```

```
- neigh->type = inet_addr_type(&init_net, addr);
```

```
-
```

```
    rcu_read_lock();
```

```
    in_dev = __in_dev_get_rcu(dev);
```

```
    if (in_dev == NULL) {
```

```
@@ -244,6 +242,8 @@ static int arp_constructor(struct neighbour *neigh)
    return -EINVAL;
}
```

```
+ neigh->type = inet_addr_type(&init_net, addr);
```

```
+
```

```
    parms = in_dev->arp_parms;
```

```
    __neigh_parms_put(neigh->parms);
```

```
    neigh->parms = neigh_parms_clone(parms);
```

```
--
```

1.5.3.rc5
