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Subject: [PATCH] Don't limit the number of tunnels with generic name explicitly.

Posted by [Pavel Emelianov](#) on Thu, 21 Feb 2008 12:38:16 GMT

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Patrick McHardy wrote:

> Pavel Emelianov wrote:

>> Patrick McHardy wrote:

>>

>>> It would be nicer to replace the entire hand-made name

>>> allocation to remove the 100 device limit.

>>>

>> Actually, I thought the same, but fixing % in names looks like a

>> BUG-fix for 2.6.25, while removing the hand-made name allocation

>> looks like an enhancement for 2.6.26. No?

>

>

> Well, its so closely related that I guess it would still look

> like a bugfix :) But changing this in 2.6.26 is also fine of

> course, your patch just reminded me since I wanted to change

> this for a long time and repeatedly forgot about it again.

Ok, point taken ;) Here's the 2nd patch that does so. If David decides it can go to 2.6.25, that would be good, otherwise this patch will fit the 2.6.26 as well.

Changelog:

Use the added dev\_alloc\_name() call to create tunnel device name, rather than iterate in a hand-made loop with an artificial limit.

Thanks Patrick for noticing this.

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

---

```
diff --git a/include/net/ip6_tunnel.h b/include/net/ip6_tunnel.h
```

```
index c17fa1f..6512d85 100644
```

```
--- a/include/net/ip6_tunnel.h
```

```
+++ b/include/net/ip6_tunnel.h
```

```
@@ -14,8 +14,6 @@
```

```
/* capable of receiving packets */
```

```
#define IP6_TNL_F_CAP_RCV 0x20000
```

```

-#define IP6_TNL_MAX 128
```

```
-
```

```
/* IPv6 tunnel */
```

```

struct ip6_tnl {
diff --git a/net/ipv4/ip_gre.c b/net/ipv4/ip_gre.c
index 6b9744f..e7821ba 100644
--- a/net/ipv4/ip_gre.c
+++ b/net/ipv4/ip_gre.c
@@ -259,16 +259,8 @@ static struct ip_tunnel * ipgre_tunnel_locate(struct ip_tunnel_parm
*parms, int

    if (parms->name[0])
        strcpy(name, parms->name, IFNAMSIZ);
- else {
-     int i;
-     for (i=1; i<100; i++) {
-         sprintf(name, "gre%d", i);
-         if (__dev_get_by_name(&init_net, name) == NULL)
-             break;
-     }
-     if (i==100)
-         goto failed;
- }
+ else
+     sprintf(name, "gre%%d");

    dev = alloc_netdev(sizeof(*t), name, ipgre_tunnel_setup);
    if (!dev)
@@ -292,7 +284,6 @@ static struct ip_tunnel * ipgre_tunnel_locate(struct ip_tunnel_parm
*parms, int

failed_free:
    free_netdev(dev);
-failed:
    return NULL;
}

```

```

diff --git a/net/ipv4/ipip.c b/net/ipv4/ipip.c
index 118e7d9..dbaed69 100644
--- a/net/ipv4/ipip.c
+++ b/net/ipv4/ipip.c
@@ -221,16 +221,8 @@ static struct ip_tunnel * ipip_tunnel_locate(struct ip_tunnel_parm
*parms, int c

    if (parms->name[0])
        strcpy(name, parms->name, IFNAMSIZ);
- else {
-     int i;
-     for (i=1; i<100; i++) {
-         sprintf(name, "tunl%d", i);
-         if (__dev_get_by_name(&init_net, name) == NULL)

```

```

- break;
- }
- if (i==100)
- goto failed;
- }
+ else
+ sprintf(name, "tunl%%d");

dev = alloc_netdev(sizeof(*t), name, ipip_tunnel_setup);
if (dev == NULL)
@@ -254,7 +246,6 @@ static struct ip_tunnel * ipip_tunnel_locate(struct ip_tunnel_parm *parms,
int c

```

```

failed_free:
free_netdev(dev);
-failed:
return NULL;
}

```

```

diff --git a/net/ipv6/ip6_tunnel.c b/net/ipv6/ip6_tunnel.c
index fa83d70..78f4388 100644

```

```

--- a/net/ipv6/ip6_tunnel.c
+++ b/net/ipv6/ip6_tunnel.c
@@ -229,18 +229,11 @@ static struct ip6_tnl *ip6_tnl_create(struct ip6_tnl_parm *p)
char name[IFNAMSIZ];
int err;

```

```

- if (p->name[0]) {
+ if (p->name[0])
strncpy(name, p->name, IFNAMSIZ);
- } else {
- int i;
- for (i = 1; i < IP6_TNL_MAX; i++) {
- sprintf(name, "ip6tnl%d", i);
- if (__dev_get_by_name(&init_net, name) == NULL)
- break;
- }
- if (i == IP6_TNL_MAX)
- goto failed;
- }
+ else
+ sprintf(name, "ip6tnl%%d");
+
dev = alloc_netdev(sizeof(*t), name, ip6_tnl_dev_setup);
if (dev == NULL)
goto failed;

```

```

diff --git a/net/ipv6/sit.c b/net/ipv6/sit.c
index a09a6b0..1656c00 100644

```

```
--- a/net/ipv6/sit.c
+++ b/net/ipv6/sit.c
@@ -164,16 +164,8 @@ static struct ip_tunnel * ipip6_tunnel_locate(struct ip_tunnel_parm
*parms, int

    if (parms->name[0])
        strcpy(name, parms->name, IFNAMSIZ);
- else {
-     int i;
-     for (i=1; i<100; i++) {
-         sprintf(name, "sit%d", i);
-         if (__dev_get_by_name(&init_net, name) == NULL)
-             break;
-     }
-     if (i==100)
-         goto failed;
- }
+ else
+     sprintf(name, "sit%%d");

    dev = alloc_netdev(sizeof(*t), name, ipip6_tunnel_setup);
    if (dev == NULL)
```

---