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Subject: Re: [PATCH] Don't limit the number of tunnels with generic name explicitly.  
Posted by [Patrick McHardy](#) on Thu, 21 Feb 2008 12:45:15 GMT  
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Pavel Emelyanov wrote:

> Patrick McHardy wrote:

>> Pavel Emelyanov 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 Emelyanov <xemul@openvz.org>

Looks good to me, thanks.

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