Subject: Re: [PATCH] Don't limit the number of tunnels with generic name explicitly. Posted by Pavel Emelianov on Tue, 26 Feb 2008 07:47:44 GMT

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David Miller wrote:

- > From: Pavel Emelyanov < xemul@openvz.org>
- > Date: Thu, 21 Feb 2008 15:38:16 +0300

>

>> 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>

>

- > Applied, but I had to rework this in two places that didn't
- > apply cleanly.

That's because you skipped the first patch titled "Don't create tunnels with '%' in name.", which adds the dev_alloc_name() call and tosses the error paths a bit. Without this first patch, these four drivers become broken :(When user doesn't specify the name, the device's name will be e.g. "tunl%d", but not "tunl0" like he expects.

- > The ip gre.c and ipip.c changes remove a "failed" label but
- > that can't be done in the current tree as there are other
- > existing references.

>

Yup: (this code was removed in that first patch...