
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

[View Forum Message](#) <> [Reply to Message](#)

David Miller wrote:

> From: Pavel Emelianov <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 Emelianov <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...
