
Subject: [PATCH 1/12 net-2.6.26] [INET]: Remove struct net_proto_family* from _init calls.

Posted by [den](#) on Fri, 29 Feb 2008 13:40:47 GMT

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struct net_proto_family* is not used in icmp[v6]_init, ndisc_init, igmp_init and tcp_v4_init. Remove it.

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```
include/linux/icmpv6.h |  2 ++
include/net/icmp.h    |  2 ++
include/net/ndisc.h   |  4 +---
include/net/tcp.h     |  2 ++
net/ipv4/af_inet.c   |  4 +---
net/ipv4/icmp.c     |  2 ++
net/ipv4/tcp_ipv4.c  |  2 ++
net/ipv6/af_inet6.c  |  6 +++++-
net/ipv6/icmp.c     |  2 ++
net/ipv6/mcast.c    |  2 ++
net/ipv6/ndisc.c    |  2 ++
11 files changed, 15 insertions(+), 15 deletions(-)
```

```
diff --git a/include/linux/icmpv6.h b/include/linux/icmpv6.h
index 7c5e981..8f86d6b 100644
--- a/include/linux/icmpv6.h
+++ b/include/linux/icmpv6.h
@@ -176,7 +176,7 @@ extern void icmpv6_send(struct sk_buff *skb,
__u32 info,
struct net_device *dev);

-extern int icmpv6_init(struct net_proto_family *ops);
+extern int icmpv6_init(void);
extern int icmpv6_err_convert(int type, int code,
int *err);
extern void icmpv6_cleanup(void);
diff --git a/include/net/icmp.h b/include/net/icmp.h
index 9f7ef3c..7bf714d 100644
--- a/include/net/icmp.h
+++ b/include/net/icmp.h
@@ -48,7 +48,7 @@ struct sk_buff;
extern void icmp_send(struct sk_buff *skb_in, int type, int code, __be32 info);
extern int icmp_rcv(struct sk_buff *skb);
extern int icmp_ioctl(struct sock *sk, int cmd, unsigned long arg);
-extern void icmp_init(struct net_proto_family *ops);
+extern void icmp_init(void);
extern void icmp_out_count(unsigned char type);
```

```

/* Move into dst.h ? */
diff --git a/include/net/ndisc.h b/include/net/ndisc.h
index 59b7062..5aedf32 100644
--- a/include/net/ndisc.h
+++ b/include/net/ndisc.h
@@ -77,7 +77,7 @@ struct nd_opt_hdr {
} __attribute__((__packed__));

```

```

-extern int ndisc_init(struct net_proto_family *ops);
+extern int ndisc_init(void);

extern void ndisc_cleanup(void);

@@ -107,7 +107,7 @@ extern int ndisc_mc_map(struct in6_addr *addr, char *buf, struct
net_device *d
/*
 * IGMP
 */
-extern int igmp6_init(struct net_proto_family *ops);
+extern int igmp6_init(void);

extern void igmp6_cleanup(void);

diff --git a/include/net/tcp.h b/include/net/tcp.h
index 7de4ea3..ae9774b 100644
--- a/include/net/tcp.h
+++ b/include/net/tcp.h
@@ -1373,7 +1373,7 @@ struct tcp_request_sock_ops {
#endif
};

-extern void tcp_v4_init(struct net_proto_family *ops);
+extern void tcp_v4_init(void);
extern void tcp_init(void);

#endif /* _TCP_H */
diff --git a/net/ipv4/af_inet.c b/net/ipv4/af_inet.c
index c270080..a7a99ac 100644
--- a/net/ipv4/af_inet.c
+++ b/net/ipv4/af_inet.c
@@ -1415,7 +1415,7 @@ static int __init inet_init(void)

ip_init();

- tcp_v4_init(&inet_family_ops);
+ tcp_v4_init();

```

```

/* Setup TCP slab cache for open requests. */
tcp_init();
@@ -1430,7 +1430,7 @@ static int __init inet_init(void)
 * Set the ICMP layer up
 */

- icmp_init(&inet_family_ops);
+ icmp_init();

/*
 * Initialise the multicast router
diff --git a/net/ipv4/icmp.c b/net/ipv4/icmp.c
index a13c074..98372db 100644
--- a/net/ipv4/icmp.c
+++ b/net/ipv4/icmp.c
@@ -1139,7 +1139,7 @@ static const struct icmp_control icmp_pointers[NR_ICMP_TYPES + 1]
= {
},
};

-void __init icmp_init(struct net_proto_family *ops)
+void __init icmp_init(void)
{
    struct inet_sock *inet;
    int i;
diff --git a/net/ipv4/tcp_ipv4.c b/net/ipv4/tcp_ipv4.c
index 00156bf..256032a 100644
--- a/net/ipv4/tcp_ipv4.c
+++ b/net/ipv4/tcp_ipv4.c
@@ -2443,7 +2443,7 @@ struct proto tcp_prot = {
    REF_PROTO_INUSE(tcp)
};

-void __init tcp_v4_init(struct net_proto_family *ops)
+void __init tcp_v4_init(void)
{
    if (inet_csk_ctl_sock_create(&tcp_socket, PF_INET, SOCK_RAW,
        IPPROTO_TCP) < 0)
diff --git a/net/ipv6/af_inet6.c b/net/ipv6/af_inet6.c
index f0aa977..9869f87 100644
--- a/net/ipv6/af_inet6.c
+++ b/net/ipv6/af_inet6.c
@@ -808,13 +808,13 @@ static int __init inet6_init(void)
    if (err)
        goto sysctl_fail;
#endif
- err = icmpv6_init(&inet6_family_ops);

```

```

+ err = icmpv6_init();
if (err)
    goto icmp_fail;
- err = ndisc_init(&inet6_family_ops);
+ err = ndisc_init();
if (err)
    goto ndisc_fail;
- err = igmp6_init(&inet6_family_ops);
+ err = igmp6_init();
if (err)
    goto igmp_fail;
err = ipv6_netfilter_init();
diff --git a/net/ipv6/icmp.c b/net/ipv6/icmp.c
index 121d517..b9b13a7 100644
--- a/net/ipv6/icmp.c
+++ b/net/ipv6/icmp.c
@@ -780,7 +780,7 @@ drop_no_count:
 */
static struct lock_class_key icmpv6_socket_sk_dst_lock_key;

-int __init icmpv6_init(struct net_proto_family *ops)
+int __init icmpv6_init(void)
{
    struct sock *sk;
    int err, i, j;
diff --git a/net/ipv6/mcast.c b/net/ipv6/mcast.c
index ab228d1..8ce894d 100644
--- a/net/ipv6/mcast.c
+++ b/net/ipv6/mcast.c
@@ -2597,7 +2597,7 @@ static const struct file_operations igmp6_mcf_seq_fops = {
};
#endif

-int __init igmp6_init(struct net_proto_family *ops)
+int __init igmp6_init(void)
{
    struct ipv6_pinfo *np;
    struct sock *sk;
diff --git a/net/ipv6/ndisc.c b/net/ipv6/ndisc.c
index 0d33a7d..1fc33c8 100644
--- a/net/ipv6/ndisc.c
+++ b/net/ipv6/ndisc.c
@@ -1733,7 +1733,7 @@ static int ndisc_ifinfo_sysctl_strategy(ctl_table *ctl, int __user *name,
#endif

-int __init ndisc_init(struct net_proto_family *ops)
+int __init ndisc_init(void)

```

```
{  
    struct ipv6_pinfo *np;  
    struct sock *sk;  
--
```

1.5.3.rc5

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