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Subject: Re: [PATCH 2/11 net-2.6.26] [DCCP]: Replace socket with sock for reset sending.

Posted by [den](#) on Fri, 28 Mar 2008 15:08:42 GMT

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On Fri, 2008-03-28 at 11:39 -0300, Arnaldo Carvalho de Melo wrote:

> Em Fri, Mar 28, 2008 at 12:08:49PM +0300, Denis V. Lunev escreveu:

> > Replace dccp\_v(4|6)\_ctl\_socket with sock to unify a code with TCP/ICMP.

> >

> > Signed-off-by: Denis V. Lunev <[den@openvz.org](mailto:den@openvz.org)>

> > ---

> > net/dccp/ipv4.c | 16 ++++++++-----

> > net/dccp/ipv6.c | 10 ++++++----

> > 2 files changed, 15 insertions(+), 11 deletions(-)

> >

> > diff --git a/net/dccp/ipv4.c b/net/dccp/ipv4.c

> > index 4ca8b0c..79a9a4a 100644

> > --- a/net/dccp/ipv4.c

> > +++ b/net/dccp/ipv4.c

> > @@ -36,7 +36,7 @@

> > \* the Out-of-the-blue (OOTB) packets. A control sock will be created

> > \* for this socket at the initialization time.

> > \*/

> > -static struct socket \*dccp\_v4\_ctl\_socket;

> > +static struct sock \*dccp\_v4\_ctl\_sk;

> >

> > int dccp\_v4\_connect(struct sock \*sk, struct sockaddr \*uaddr, int addr\_len)

> > {

> > @@ -514,11 +514,11 @@ static void dccp\_v4\_ctl\_send\_reset(struct sock \*sk, struct sk\_buff \*rxskb)

> > if (rxskb->rtable->rt\_type != RTN\_LOCAL)

> > return;

> >

> > - dst = dccp\_v4\_route\_skb(dccp\_v4\_ctl\_socket->sk, rxskb);

> > + dst = dccp\_v4\_route\_skb(dccp\_v4\_ctl\_sk, rxskb);

> > if (dst == NULL)

> > return;

> >

> > - skb = dccp\_ctl\_make\_reset(dccp\_v4\_ctl\_socket, rxskb);

> > + skb = dccp\_ctl\_make\_reset(dccp\_v4\_ctl\_sk->sk\_socket, rxskb);

>

> Why not make dccp\_ctl\_make\_reset receive a struct sock too? It only uses

> ctl->sk anyway. But I guess that can be on a follow-up patch, could you

> that?

sure!

Thank you for pointing this out :)

Regards,  
Den

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Containers mailing list  
Containers@lists.linux-foundation.org  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

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