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Subject: [PATCH 2/7] SUNRPC: hold current network namespace while pipefs superblock is active

Posted by [Stanislav Kinsbursky](#) on Fri, 28 Oct 2011 14:26:34 GMT

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We want to be sure that network namespace is still alive while we have pipefs mounted.

This will be required later, when RPC pipefs will be mounting only from user-space context.

Signed-off-by: Stanislav Kinsbursky <[skinsbursky@parallels.com](mailto:skinsbursky@parallels.com)>

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net/sunrpc/rpc\_pipe.c | 14 +++++++-----  
1 files changed, 13 insertions(+), 1 deletions(-)

```
diff --git a/net/sunrpc/rpc_pipe.c b/net/sunrpc/rpc_pipe.c  
index ad517bd..a717564 100644  
--- a/net/sunrpc/rpc_pipe.c  
+++ b/net/sunrpc/rpc_pipe.c  
@@ -27,6 +27,9 @@  
#include <linux/workqueue.h>  
#include <linux/sunrpc/rpc_pipe_fs.h>  
#include <linux/sunrpc/cache.h>  
+#include <linux/nsproxy.h>  
+  
+#include "netns.h"  
  
static struct vfsmount *rpc_mnt __read_mostly;  
static int rpc_mount_count;  
@@ -1024,6 +1027,7 @@ rpc_fill_super(struct super_block *sb, void *data, int silent)  
}  
if (rpc_populate(root, files, RPCAUTH_lockd, RPCAUTH_RootEOF, NULL))  
    return -ENOMEM;  
+ sb->s_fs_info = get_net(net);  
    return 0;  
}  
  
@@ -1034,11 +1038,19 @@ rpc_mount(struct file_system_type *fs_type,  
    return mount_ns(fs_type, flags, current->nsproxy->net_ns, rpc_fill_super);  
}  
  
+void rpc_kill_sb(struct super_block *sb)  
+{  
+ struct net *net = sb->s_fs_info;  
+  
+ put_net(net);  
+ kill_litter_super(sb);
```

```
+}
+
static struct file_system_type rpc_pipe_fs_type = {
    .owner = THIS_MODULE,
    .name = "rpc_pipefs",
    .mount = rpc_mount,
    - .kill_sb = kill_litter_super,
    + .kill_sb = rpc_kill_sb,
};


```

```
static void
```

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