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Subject: [PATCH 2/3] Lockd: don't mark freshly created sockets with XPT\_CHNGBUF

Posted by [Stanislav Kinsbursky](#) on Fri, 23 Dec 2011 14:55:00 GMT

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This is a cleanup patch. XPT\_CHNGBUF bit is set on UDP socket creation. Calling svc\_sock\_update\_bufs from lockd after is redundant.

Below is Lockd UDP sockets creating call trace:

```
lockd_up {  
  
    make_socks  
    create_lockd_family  
    create_lockd_listener  
    svc_create_xprt  
    __svc_xpo_create  
    svc_udp_create  
    svc_create_socket  
    svc_setup_socket  
    svc_udp_init (raise XPT_CHNGBUF)  
  
    ....  
  
    svc_sock_update_bufs (raise XPT_CHNGBUF again)  
  
    ....  
}
```

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

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```
fs/lockd/svc.c | 1 -  
1 files changed, 0 insertions(+), 1 deletions(-)
```

```
diff --git a/fs/lockd/svc.c b/fs/lockd/svc.c  
index ff379ff..55fea92 100644  
--- a/fs/lockd/svc.c  
+++ b/fs/lockd/svc.c  
@@ -292,7 +292,6 @@ int lockd_up(void)  
    goto destroy_and_out;  
}
```

```
- svc_sock_update_bufs(serv);  
serv->sv_maxconn = nlm_max_connections;
```

```
nlmsvc_task = kthread_run(lockd, nlmsvc_rqst, serv->sv_name);
```

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