
Subject: [PATCH v3 2/7] SUNRPC: hold current network namespace while pipefs superblock is active

Posted by [Stanislav Kinsbursky](#) on Mon, 26 Dec 2011 11:41:03 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.

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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 bb8a40b..ff41fef 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;
@@ -1012,6 +1015,7 @@ 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;
}

@@ -1022,11 +1026,19 @@ 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
```
