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Subject: [PATCH] NFS: decode destination address in proper network namespace context

Posted by [Stanislav Kinsbursky](#) on Thu, 19 Jan 2012 15:05:57 GMT

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This patch replaces "init\_net" with NFS client's owner net in rpc\_pton() call in decode\_ds\_addr().

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

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fs/nfs/nfs4filelayoutdev.c | 7 ++++---  
1 files changed, 4 insertions(+), 3 deletions(-)

diff --git a/fs/nfs/nfs4filelayoutdev.c b/fs/nfs/nfs4filelayoutdev.c

index 0d8b952..6eb59b0 100644

--- a/fs/nfs/nfs4filelayoutdev.c

+++ b/fs/nfs/nfs4filelayoutdev.c

@ @ -378,7 +378,7 @ @ out:

\* Currently only supports ipv4, ipv6 and one multi-path address.

\*/

static struct nfs4\_pnfs\_ds\_addr \*

-decode\_ds\_addr(struct xdr\_stream \*stream, gfp\_t gfp\_flags)

+decode\_ds\_addr(struct net \*net, struct xdr\_stream \*stream, gfp\_t gfp\_flags)

{

struct nfs4\_pnfs\_ds\_addr \*da = NULL;

char \*buf, \*portstr;

@ @ -457,7 +457,7 @ @ decode\_ds\_addr(struct xdr\_stream \*stream, gfp\_t gfp\_flags)

INIT\_LIST\_HEAD(&da->da\_node);

- if (!rpc\_pton(&init\_net, buf, portstr-buf, (struct sockaddr \*)&da->da\_addr,

+ if (!rpc\_pton(net, buf, portstr-buf, (struct sockaddr \*)&da->da\_addr,

sizeof(da->da\_addr))) {

dprintk("%s: error parsing address %s\n", \_\_func\_\_, buf);

goto out\_free\_da;

@ @ -625,7 +625,8 @ @ decode\_device(struct inode \*ino, struct pnfs\_device \*pdev, gfp\_t gfp\_flags)

mp\_count = be32\_to\_cpu(p); /\* multipath count \*/

for (j = 0; j < mp\_count; j++) {

- da = decode\_ds\_addr(&stream, gfp\_flags);

+ da = decode\_ds\_addr(NFS\_SERVER(ino)->nfs\_client->net,

+ &stream, gfp\_flags);

if (da)

list\_add\_tail(&da->da\_node, &dsaddrs);

}