Subject: [PATCH] Lockd: don't mark freshly created sockets with XPT_CHNGBUF
Posted by Stanislav Kinsbursky on Tue, 24 Jan 2012 16:59:01 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 sockets creation looks 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>

---
 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);