
Subject: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by [Stanislav Kinsbursky](#) on Thu, 26 Jan 2012 11:11:49 GMT

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Network namespace is taken from request transport and passed as a part of `cb_process_state` structure.

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```
fs/nfs/callback.h      | 1 +
fs/nfs/callback_proc.c | 2 +-
fs/nfs/callback_xdr.c  | 1 +
fs/nfs/client.c        | 4 +++-
fs/nfs/internal.h      | 3 +-
5 files changed, 7 insertions(+), 4 deletions(-)
```

```
diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
```

```
index c89d3b9..197e0d3 100644
```

```
--- a/fs/nfs/callback.h
```

```
+++ b/fs/nfs/callback.h
```

```
@@ -39,6 +39,7 @@ struct cb_process_state {
    __be32  drc_status;
    struct nfs_client *clp;
    int  slotid;
+ struct net *net;
};
```

```
    struct cb_compound_hdr_arg {
```

```
diff --git a/fs/nfs/callback_proc.c b/fs/nfs/callback_proc.c
```

```
index 0e6e63f..f71978d 100644
```

```
--- a/fs/nfs/callback_proc.c
```

```
+++ b/fs/nfs/callback_proc.c
```

```
@@ -461,7 +461,7 @@ __be32 nfs4_callback_sequence(struct cb_sequenceargs *args,
    int i;
    __be32 status = htonl(NFS4ERR_BADSESSION);
```

```
- clp = nfs4_find_client_sessionid(args->csa_addr, &args->csa_sessionid);
```

```
+ clp = nfs4_find_client_sessionid(cps->net, args->csa_addr, &args->csa_sessionid);
```

```
    if (clp == NULL)
```

```
        goto out;
```

```
diff --git a/fs/nfs/callback_xdr.c b/fs/nfs/callback_xdr.c
```

```
index f2be3e1e..8c2a969 100644
```

```
--- a/fs/nfs/callback_xdr.c
```

```
+++ b/fs/nfs/callback_xdr.c
```

```
@@ -861,6 +861,7 @@ static __be32 nfs4_callback_compound(struct svc_rqst *rqstp, void
```

```

*argp, void *r
    .drc_status = 0,
    .clp = NULL,
    .slotid = -1,
+ .net = rqstp->rq_xprt->xpt_net,
};
unsigned int nops = 0;

```

```
diff --git a/fs/nfs/client.c b/fs/nfs/client.c
```

```
index 9e11d29..2328dcb 100644
```

```
--- a/fs/nfs/client.c
```

```
+++ b/fs/nfs/client.c
```

```
@@ -1232,11 +1232,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
```

```
 * Returns NULL if no such client
```

```
 */
```

```
struct nfs_client *
```

```
-nfs4_find_client_sessionid(const struct sockaddr *addr,
```

```
+nfs4_find_client_sessionid(struct net *net, const struct sockaddr *addr,
    struct nfs4_sessionid *sid)
```

```
{
```

```
    struct nfs_client *clp;
```

```
- struct nfs_net *nn = net_generic(&init_net, nfs_net_id);
```

```
+ struct nfs_net *nn = net_generic(net, nfs_net_id);
```

```
    spin_lock(&nn->nfs_client_lock);
```

```
    list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
```

```
diff --git a/fs/nfs/internal.h b/fs/nfs/internal.h
```

```
index b38b733..0c3648a 100644
```

```
--- a/fs/nfs/internal.h
```

```
+++ b/fs/nfs/internal.h
```

```
@@ -152,7 +152,8 @@ extern void nfs_cleanup_cb_ident_idr(struct net *);
```

```
extern void nfs_put_client(struct nfs_client *);
```

```
extern struct nfs_client *nfs4_find_client_ident(struct net *, int);
```

```
extern struct nfs_client *
```

```
-nfs4_find_client_sessionid(const struct sockaddr *, struct nfs4_sessionid *);
```

```
+nfs4_find_client_sessionid(struct net *, const struct sockaddr *,
```

```
+ struct nfs4_sessionid *);
```

```
extern struct nfs_server *nfs_create_server(
```

```
    const struct nfs_parsed_mount_data *,
```

```
    struct nfs_fh *);
```