
Subject: Re: [PATCH rhel6] Allow ipv6 proxies and arp proxies be shown with iproute2

Posted by [Thomas Graf](#) on Thu, 26 Jan 2012 19:16:55 GMT

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On Thu, Jan 26, 2012 at 06:49:52PM +0400, Tony Zelenoff wrote:

```
> + /* check for full ndmsg structure presence, family member is
> +  * the same for both structures */
> + if (nlmsg_len(cb->nlh) == sizeof(struct ndmsg) &&
> +     ((struct ndmsg *) nlmsg_data(cb->nlh))->ndm_flags == NTF_PROXY)
> +     proxy = 1;
> +
```

Please change this check to `nlmsg_len(cb->nlh) >= sizeof(struct ndmsg)` so we have the possibility to extend the request message in the future without breaking backwards compatibility.

```
> s_t = cb->args[0];
>
> - for (tbl = neigh_tables, t = 0; tbl; tbl = tbl->next, t++) {
> + for (tbl = neigh_tables, t = 0; tbl && (err >= 0);
> +     tbl = tbl->next, t++) {
>     if (t < s_t || (family && tbl->family != family))
>         continue;
>     if (t > s_t)
>         memset(&cb->args[1], 0, sizeof(cb->args) -
>             sizeof(cb->args[0]));
> - if (neigh_dump_table(tbl, skb, cb) < 0)
> -     break;
> + if (proxy) {
> +     err = neigh_dump_table(tbl, skb, cb);
> +     continue;
> + }
> + err = neigh_dump_table(tbl, skb, cb);
```

Personally I would call `neigh_dump_table()` in the else branch and avoid the continue statement.
