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Subject: [PATCH 1/6] LockD: pass service to per-net up and down functions  
Posted by [Stanislav Kinsbursky](#) on Wed, 25 Apr 2012 14:22:40 GMT  
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Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

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fs/lockd/svc.c | 12 ++++++-----

1 files changed, 5 insertions(+), 7 deletions(-)

diff --git a/fs/lockd/svc.c b/fs/lockd/svc.c

index 3250f28..58ddc38 100644

--- a/fs/lockd/svc.c

+++ b/fs/lockd/svc.c

@@ -251,10 +251,9 @@ out\_err:

return err;

}

-static int lockd\_up\_net(struct net \*net)

+static int lockd\_up\_net(struct svc\_serv \*serv, struct net \*net)

{

struct lockd\_net \*ln = net\_generic(net, lockd\_net\_id);

- struct svc\_serv \*serv = nlmsvc\_rqst->rq\_server;

int error;

if (ln->nlmsvc\_users++)

@@ -276,10 +275,9 @@ err\_rpcb:

return error;

}

-static void lockd\_down\_net(struct net \*net)

+static void lockd\_down\_net(struct svc\_serv \*serv, struct net \*net)

{

struct lockd\_net \*ln = net\_generic(net, lockd\_net\_id);

- struct svc\_serv \*serv = nlmsvc\_rqst->rq\_server;

if (ln->nlmsvc\_users) {

if (--ln->nlmsvc\_users == 0) {

@@ -307,7 +305,7 @@ int lockd\_up(struct net \*net)

\* Check whether we're already up and running.

\*/

if (nlmsvc\_rqst) {

- error = lockd\_up\_net(net);

+ error = lockd\_up\_net(nlmsvc\_rqst->rq\_server, net);

goto out;

}

@@ -378,7 +376,7 @@ out:

```
return error;

err_start:
- lockd_down_net(net);
+ lockd_down_net(serv, net);
  goto destroy_and_out;
}
EXPORT_SYMBOL_GPL(lockd_up);
@@ -390,7 +388,7 @@ void
lockd_down(struct net *net)
{
  mutex_lock(&nlmsvc_mutex);
- lockd_down_net(net);
+ lockd_down_net(nlmsvc_rqst->rq_server, net);
  if (nlmsvc_users) {
    if (--nlmsvc_users)
      goto out;
```

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