
Subject: [PATCH 3/9] network namespaces: playing and debugging
Posted by [Andrey Savochkin](#) on Tue, 15 Aug 2006 14:48:43 GMT
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Temporary code to play with network namespaces in the simplest way.

Do

```
exec 7< /proc/net/net_ns
```

in your bash shell and you'll get a brand new network namespace.

There you can, for example, do

```
ip link set lo up
```

```
ip addr list
```

```
ip addr add 1.2.3.4 dev lo
```

```
ping -n 1.2.3.4
```

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```
dev.c | 20 ++++++
```

```
1 files changed, 20 insertions(+)
```

--- ./net/core/dev.c.vensxdbg Tue Aug 15 13:46:44 2006

+++ ./net/core/dev.c Tue Aug 15 13:46:44 2006

```
@@ -3597,6 +3597,8 @@ int net_ns_start(void)
```

```
if (err)
```

```
goto out_register;
```

```
put_net_ns(orig_ns);
```

```
+ printk(KERN_DEBUG "NET_NS: created new netcontext %p for %s (pid=%d)\n",
```

```
+ ns, task->comm, task->tgid);
```

```
return 0;
```

```
out_register:
```

```
@@ -3629,14 +3631,29 @@ static void net_ns_destroy(void *data)
```

```
ip_fib_struct_cleanup();
```

```
pop_net_ns(orig_ns);
```

```
kfree(ns);
```

```
+ printk(KERN_DEBUG "NET_NS: netcontext %p freed\n", ns);
```

```
}
```

```
void net_ns_stop(struct net_namespace *ns)
```

```
{
```

```
+ printk(KERN_DEBUG "NET_NS: netcontext %p scheduled for stop\n", ns);
```

```
INIT_WORK(&ns->destroy_work, net_ns_destroy, ns);
```

```
schedule_work(&ns->destroy_work);
```

```
}
```

```
EXPORT_SYMBOL(net_ns_stop);
```

```
+
```

```
+static int net_ns_open(struct inode *i, struct file *f)
```

```
+{
```

```
+ return net_ns_start();
```

```

+}
+static struct file_operations net_ns_fops = {
+ .open = net_ns_open,
+};
+static int net_ns_init(void)
+{
+ return proc_net_fops_create("net_ns", S_IRWXU, &net_ns_fops)
+ ? 0 : -ENOMEM;
+}
+}
+endif

/*
@@ -3701,6 +3718,9 @@ static int __init net_dev_init(void)
    hotcpu_notifier(dev_cpu_callback, 0);
    dst_init();
    dev_mcast_init();
+ifdef CONFIG_NET_NS
+ net_ns_init();
+endif
    rc = 0;
out:
    return rc;

```
