Subject: Re: [PATCH 3/9] network namespaces: playing and debugging
Posted by Andrey Savochkin on Thu, 17 Aug 2006 06:28:14 GMT
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On Wed, Aug 16, 2006 at 11:22:28AM -0600, Eric W. Biederman wrote:
> Stephen Hemminger <shemminger@osdl.org> writes:
>
> > On Tue, 15 Aug 2006 18:48:43 +0400
> > Andrey Savochkin <saw@sw.ru> wrote:
> >
> >> 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
> >>
> >> Signed-off-by: Andrey Savochkin <saw@swsoft.com>
> >
> > NACK, new /proc interfaces are not acceptable.
>
> The rule is that new /proc interfaces that are not process related
> are not acceptable. If structured right a network namespace can
> arguably be process related.
>
> I do agree that this interface is pretty ugly there.

This proc interface was a backdoor to play with namespaces without
compiling any user-space programs.

As you wish.
Do you want to have a new clone flag right away?

 Andrey