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Subject: [PATCH 2/7] SUNRPC: hold current network namespace while pipefs  
superblock is active

Posted by [Stanislav Kinsbursky](#) on Fri, 28 Oct 2011 14:26:34 GMT

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We want to be sure that network namespace is still alive while we have pipefs  
mounted.

This will be required later, when RPC pipefs will be mounting only from  
user-space context.

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---

```
net/sunrpc/rpc_pipe.c | 14 ++++++++  
1 files changed, 13 insertions(+), 1 deletions(-)
```

```
diff --git a/net/sunrpc/rpc_pipe.c b/net/sunrpc/rpc_pipe.c
```

```
index ad517bd..a717564 100644
```

```
--- a/net/sunrpc/rpc_pipe.c
```

```
+++ b/net/sunrpc/rpc_pipe.c
```

```
@@ -27,6 +27,9 @@
```

```
#include <linux/workqueue.h>
```

```
#include <linux/sunrpc/rpc_pipe_fs.h>
```

```
#include <linux/sunrpc/cache.h>
```

```
+#include <linux/nsproxy.h>
```

```
+
```

```
+#include "netns.h"
```

```
static struct vfsmount *rpc_mnt __read_mostly;
```

```
static int rpc_mount_count;
```

```
@@ -1024,6 +1027,7 @@ rpc_fill_super(struct super_block *sb, void *data, int silent)
```

```
}
```

```
if (rpc_populate(root, files, RPCAUTH_lockd, RPCAUTH_RootEOF, NULL))
```

```
return -ENOMEM;
```

```
+ sb->s_fs_info = get_net(net);
```

```
return 0;
```

```
}
```

```
@@ -1034,11 +1038,19 @@ rpc_mount(struct file_system_type *fs_type,
```

```
return mount_ns(fs_type, flags, current->nsproxy->net_ns, rpc_fill_super);
```

```
}
```

```
+void rpc_kill_sb(struct super_block *sb)
```

```
+{
```

```
+ struct net *net = sb->s_fs_info;
```

```
+
```

```
+ put_net(net);
```

```
+ kill_litter_super(sb);
```

```
+}  
+  
static struct file_system_type rpc_pipe_fs_type = {  
    .owner = THIS_MODULE,  
    .name = "rpc_pipefs",  
    .mount = rpc_mount,  
- .kill_sb = kill_litter_super,  
+ .kill_sb = rpc_kill_sb,  
};
```

```
static void
```

---