
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

[View Forum Message](#) <> [Reply to Message](#)

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.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

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
```
