
Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by [Dave Hansen](#) on Fri, 15 Dec 2006 19:33:04 GMT
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On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:

```
>  
> --- 2.6.19-mm1.orig/net/ipv4/udp.c  
> +++ 2.6.19-mm1/net/ipv4/udp.c  
> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_  
>         (inet->dport != rmt_port && inet->dport)           ||  
>         (inet->rcv_saddr && inet->rcv_saddr != loc_addr)    ||  
>         ipv6_only_sock(s)                                 ||  
> -         !net_ns_match(sk->sk_net_ns, ns)                 ||  
>         (s->sk_bound_dev_if && s->sk_bound_dev_if != dif))  
>         continue;  
> +#ifdef CONFIG_NET_NS  
> +         if (!net_ns_sock_is_visible(sk, ns))  
> +         continue;  
> +#endif
```

Why is this #ifdef needed? Isn't the stub in the header good enough?

-- Dave

Containers mailing list
Containers@lists.osdl.org
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Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by [Daniel Lezcano](#) on Fri, 15 Dec 2006 20:21:03 GMT
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Dave Hansen wrote:

> On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:

```
>  
>> --- 2.6.19-mm1.orig/net/ipv4/udp.c  
>> +++ 2.6.19-mm1/net/ipv4/udp.c  
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>>         continue;  
>> +#ifdef CONFIG_NET_NS
```

```
>> +         if (!net_ns_sock_is_visible(sk, ns))
>> +             continue;
>> +#endif
>>
>
> Why is this #ifdef needed? Isn't the stub in the header good enough?
>
I don't know. What does the compiler ? Will it remove the "return 1"
code from the stub if CONFIG_NET_NS is disabled because the test will be
always true ?
```

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Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by [Dave Hansen](#) on Mon, 18 Dec 2006 23:45:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Fri, 2006-12-15 at 21:21 +0100, Daniel Lezcano wrote:

> Dave Hansen wrote:

> > On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:

> >

> >> --- 2.6.19-mm1.orig/net/ipv4/udp.c

> >> +++ 2.6.19-mm1/net/ipv4/udp.c

> >> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_

> >> (inet->dport != rmt_port && inet->dport) ||

> >> (inet->rcv_saddr && inet->rcv_saddr != loc_addr) ||

> >> ipv6_only_sock(s) ||

> >> - !net_ns_match(sk->sk_net_ns, ns) ||

> >> (s->sk_bound_dev_if && s->sk_bound_dev_if != dif))

> >> continue;

> >> +#ifdef CONFIG_NET_NS

> >> + if (!net_ns_sock_is_visible(sk, ns))

> >> + continue;

> >> +#endif

> >>

> >

> > Why is this #ifdef needed? Isn't the stub in the header good enough?

> >

> I don't know

If you don't know, then you should stop writing code until you find out!! :P

> What does the compiler ? Will it remove the "return 1"

> code from the stub if CONFIG_NET_NS is disabled because the test will be
> always true ?

Yes. And if it is always false, it will kill the entire block of code.

Repeat after me: I will not put #ifdefs in .c files. I will not put
#ifdefs in .c files. I will not put #ifdefs in .c files.

-- Dave

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