


```

+ write_lock_bh(&queue->syn_wait_lock);
+ lopt = queue->listen_opt;
+ queue->listen_opt = NULL;
+ write_unlock_bh(&queue->syn_wait_lock);
+
+ return lopt;
+}
+
void __reqsk_queue_destroy(struct request_sock_queue *queue)
{
    struct listen_sock *lopt = reqsk_queue_yank_listen_sk(queue);
    --
1.5.3.4

```

Subject: Re: [PATCH 2/2][INET] Move the reqsk_queue_yank_listen_sk from header

Posted by [Simon Horman](#) on Thu, 15 Nov 2007 00:12:30 GMT

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On Wed, Nov 14, 2007 at 09:11:06PM +0300, Pavel Emelyanov wrote:

> This function is used in the net/core/request_sock.c only.

> No need in keeping it in the header file.

I feel like I am missing something here, but
 doesn't __reqsk_queue_destroy() in include/net/request_sock.h use
 reqsk_queue_yank_listen_sk()?

```

static inline void __reqsk_queue_destroy(struct request_sock_queue
*queue)
{
    kfree(reqsk_queue_yank_listen_sk(queue));
}

```

>
 > Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

>
 > ---

```

>
> diff --git a/include/net/request_sock.h b/include/net/request_sock.h
> index 0a954ee..e80b53f 100644
> --- a/include/net/request_sock.h
> +++ b/include/net/request_sock.h
> @@ -123,19 +123,6 @@ struct request_sock_queue {
>
> extern int reqsk_queue_alloc(struct request_sock_queue *queue,
>     unsigned int nr_table_entries);
> -

```

```

> -static inline struct listen_sock *reqsk_queue_yank_listen_sk(struct request_sock_queue
*queue)
> -{
> - struct listen_sock *lopt;
> -
> - write_lock_bh(&queue->syn_wait_lock);
> - lopt = queue->listen_opt;
> - queue->listen_opt = NULL;
> - write_unlock_bh(&queue->syn_wait_lock);
> -
> - return lopt;
> -}
> -
> extern void __reqsk_queue_destroy(struct request_sock_queue *queue);
> extern void reqsk_queue_destroy(struct request_sock_queue *queue);
>
> diff --git a/net/core/request_sock.c b/net/core/request_sock.c
> index 12a15f5..16b2ef0 100644
> --- a/net/core/request_sock.c
> +++ b/net/core/request_sock.c
> @@ -71,6 +71,19 @@ int reqsk_queue_alloc(struct request_sock_queue *queue,
>
> EXPORT_SYMBOL(reqsk_queue_alloc);
>
> +static struct listen_sock *reqsk_queue_yank_listen_sk(
> + struct request_sock_queue *queue)
> +{
> + struct listen_sock *lopt;
> +
> + write_lock_bh(&queue->syn_wait_lock);
> + lopt = queue->listen_opt;
> + queue->listen_opt = NULL;
> + write_unlock_bh(&queue->syn_wait_lock);
> +
> + return lopt;
> +}
> +
> void __reqsk_queue_destroy(struct request_sock_queue *queue)
> {
> struct listen_sock *lopt = reqsk_queue_yank_listen_sk(queue);
> --
> 1.5.3.4
>
> -
> To unsubscribe from this list: send the line "unsubscribe netdev" in
> the body of a message to majordomo@vger.kernel.org
> More majordomo info at http://vger.kernel.org/majordomo-info.html

```

--

Horms, California Edition

Subject: Re: [PATCH 2/2][INET] Move the reqsk_queue_yank_listen_sk from header

Posted by [Pavel Emelianov](#) on Thu, 15 Nov 2007 08:12:33 GMT

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Simon Horman wrote:

> On Wed, Nov 14, 2007 at 09:11:06PM +0300, Pavel Emelyanov wrote:

>> This function is used in the net/core/request_sock.c only.

>> No need in keeping it in the header file.

>

> I feel like I am missing something here, but

> doesn't __reqsk_queue_destroy() in include/net/request_sock.h use

> reqsk_queue_yank_listen_sk()?

It does, but this is a patch number 2. The patch number 1 moved this __reqsk_queue_destroy() into request_sock.c.

> static inline void __reqsk_queue_destroy(struct request_sock_queue

> *queue)

> {

> kfree(reqsk_queue_yank_listen_sk(queue));

> }

Thanks,

Pavel
