On 01/11/2011 03:30 PM, Jeff Layton wrote:
> On Tue, 11 Jan 2011 12:04:54 -0600
> Rob Landley <rlandley@parallels.com> wrote:
>
>> From: Rob Landley <rlandley@parallels.com>
>>
>> Teach cifs about network namespaces, so mounting uses adresses/routing
>> visible from the container rather than from init context.
>>
>> Signed-off-by: Rob Landley <rlandley@parallels.com>
>> ---
>>
>> Updated with Matt's feedback and to apply to current linus-git.
>>
>> fs/cifs/cifsglob.h | 37 +++++++++++++++++++++++++++++++++++++
>> fs/cifs/connect.c | 14 ++++++++++++--
>> 2 files changed, 49 insertions(+), 2 deletions(-)
>>
>> diff --git a/fs/cifs/cifsglob.h b/fs/cifs/cifsglob.h
>> index 606ca8b..8175d31 100644
>> --- a/fs/cifs/cifsglob.h
>> +++ b/fs/cifs/cifsglob.h
>> @@ -165,6 +165,9 @@ struct TCP_Server_Info {
>>   struct socket *ssocket;
>>   struct sockaddr_storage dstaddr;
>>   struct sockaddr_storage srcaddr; /* locally bind to this IP */
>> +#ifdef CONFIG_NET_NS
>> + struct net *net;
>> +#endif
>>   wait_queue_head_t response_q;
>>   wait_queue_head_t request_q; /* if more than maxmpx to srvr must block*/
>>   struct list_head pending_mid_q;
>> @@ -224,6 +227,40 @@ struct TCP_Server_Info {
>> };
>>
>
> I've got a patch queued that rearranges some fields in TCP_Server_Info
> according to pahole's recommendations. You may want to base this patch
> on that.

I confirmed that where it is just misses being affected by your patch
(offset but no fuzz), and it follows struct sockaddr_storage which
include/linux/socket.h A) pads to 128 bytes, B) adds an alignment
compiler directive to just to be sure.

So it seems reasonable to leave it where it is for the moment.

Rob

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