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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
>> @@ -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. 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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