
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

Containers mailing list

Containers@lists.osdl.org

<https://lists.osdl.org/mailman/listinfo/containers>
