
Subject: Re: {get|set}sockopt compat layer
Posted by [Arnd Bergmann](#) on Tue, 07 Mar 2006 15:05:38 GMT
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On Tuesday 07 March 2006 15:07, Dmitry Mishin wrote:
> Sorry for such delay, was on vacancy. Here is a patch, introducing
> compat_(get|set)sockopt handlers, as you proposed.

Looks pretty good to me, just a few nits I like to pick:

> @@ -149,6 +149,12 @@ struct proto_ops {

> +#ifdef CONFIG_COMPAT

> +#endif

For the compat_ioctl stuff, we don't have the function pointer inside an #ifdef, the overhead is relatively small since there is only one of these structures per module implementing a protocol, but it avoids having to rebuild everything when changing CONFIG_COMPAT.

It's probably not a big issue either way, maybe davem has a stronger opinion on it either way.

> @@ -2,6 +2,7 @@

> +#include <linux/config.h>

You don't need to add new <linux/config.h> includes any more, these are automatic now.

```
> @@ -80,10 +81,18 @@ struct nf_sockopt_ops
```

```
> +#ifdef CONFIG_COMPAT
```

```
> +#endif
```

```
> +#ifdef CONFIG_COMPAT
```

```
> +#endif
```

see above, same for some more of these.

```
> @@ -816,6 +826,12 @@ extern int sock_common_recvmsg(struct ki
```

```
> +#ifdef CONFIG_COMPAT
```

```
> +extern int compat_sock_common_getsockopt(struct socket *sock, int level,
```

```
> +extern int compat_sock_common_setsockopt(struct socket *sock, int level,
```

```
> +#endif
```

Declarations don't belong inside #ifdef.

Arnd <><
