
Subject: [net-2.6.24][NETNS][patch 3/3] fix bad macro definition
Posted by [Daniel Lezcano](#) on Wed, 12 Sep 2007 12:38:14 GMT
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From: Daniel Lezcano <dlezcano@fr.ibm.com>

The macro definition is bad. When calling next_net_device with parameter name "dev", the resulting code is:

struct net_device *dev = dev and that leads to an unexpected behavior. Especially when llc_core is compiled in, the kernel panics at boot time.

The patchset change macro definition with static inline functions as they were defined before.

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include/linux/netdevice.h | 35 ++++++-----
1 file changed, 17 insertions(+), 18 deletions(-)

Index: net-2.6.24/include/linux/netdevice.h

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=====
--- net-2.6.24.orig/include/linux/netdevice.h
+++ net-2.6.24/include/linux/netdevice.h
@@ -41,7 +41,8 @@
#include <linux/dmaengine.h>
#include <linux/workqueue.h>

-struct net;
+#include <net/net_namespace.h>
+
struct vlan_group;
struct ethtool_ops;
struct netpoll_info;
@@ -739,23 +740,21 @@
list_for_each_entry_continue(d, &(net)->dev_base_head, dev_list)
#define net_device_entry(lh) list_entry(lh, struct net_device, dev_list)

-#define next_net_device(d) \
-({ \
- struct net_device *dev = d; \
- struct list_head *lh; \
- struct net *net; \
- \
- net = dev->nd_net; \
- lh = dev->dev_list.next; \
- lh == &net->dev_base_head ? NULL : net_device_entry(lh); \
-})
```

```

-
-#define first_net_device(N)  \
-({  \
- struct net *NET = (N);  \
- list_empty(&NET->dev_base_head) ? NULL : \
- net_device_entry(NET->dev_base_head.next); \
-})
+static inline struct net_device *next_net_device(struct net_device *dev)
+{
+ struct list_head *lh;
+ struct net *net;
+
+ net = dev->nd_net;
+ lh = dev->dev_list.next;
+ return lh == &net->dev_base_head ? NULL : net_device_entry(lh);
+}
+
+static inline struct net_device *first_net_device(struct net *net)
+{
+ return list_empty(&net->dev_base_head) ? NULL :
+ net_device_entry(net->dev_base_head.next);
+}

extern int netdev_boot_setup_check(struct net_device *dev);
extern unsigned long netdev_boot_base(const char *prefix, int unit);

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