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Subject: Re: [PATCH][NET-2.6.24] Remove double dev->flags checking when calling dev\_close()

Posted by [Jeff Garzik](#) on Tue, 09 Oct 2007 11:33:14 GMT

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Pavel Emelyanov wrote:

```
> The unregister_netdevice() and dev_change_net_namespace()
> both check for dev->flags to be IFF_UP before calling the
> dev_close(), but the dev_close() checks for IFF_UP itself,
> so remove those unneeded checks.
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
>
> ---
>
> diff --git a/net/core/dev.c b/net/core/dev.c
> index e7e728a..1e169a5 100644
> --- a/net/core/dev.c
> +++ b/net/core/dev.c
> @@ -3893,8 +3893,7 @@ void unregister_netdevice(struct net_dev
> BUG_ON(dev->reg_state != NETREG_REGISTERED);
>
> /* If device is running, close it first. */
> - if (dev->flags & IFF_UP)
> - dev_close(dev);
> + dev_close(dev);
>
> /* And unlink it from device chain. */
> unlist_netdevice(dev);
> @@ -4018,8 +4017,7 @@ int dev_change_net_namespace(struct net_
> */
>
> /* If device is running close it first. */
> - if (dev->flags & IFF_UP)
> - dev_close(dev);
> + dev_close(dev);
>
> /* And unlink it from device chain */
> err = -ENODEV;
```

One side effect of this patch: might\_sleep() is now called unconditionally.

If that is irrelevant... ACK.

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