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Subject: [PATCH 1/4] Use the skb\_set\_queue\_mapping where appropriate  
Posted by [Pavel Emelianov](#) on Fri, 19 Oct 2007 09:00:52 GMT  
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There's already such a helper to initialize this field.  
Use it.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

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diff --git a/net/core/dev.c b/net/core/dev.c  
index 38b03da..8726589 100644

--- a/net/core/dev.c

+++ b/net/core/dev.c

@@ -1661,7 +1661,7 @@ gso:

```
    q = dev->qdisc;
    if (q->enqueue) {
        /* reset queue_mapping to zero */
-   skb->queue_mapping = 0;
+   skb_set_queue_mapping(skb, 0);
        rc = q->enqueue(skb, q);
        qdisc_run(dev);
        spin_unlock(&dev->queue_lock);
```

diff --git a/net/core/pktgen.c b/net/core/pktgen.c  
index 8cae60c..d4d9a36 100644

--- a/net/core/pktgen.c

+++ b/net/core/pktgen.c

```
@@ -2603,8 +2603,7 @@ static struct sk_buff *fill_packet_ipv4(struct net_device *odev,
    skb->network_header = skb->tail;
    skb->transport_header = skb->network_header + sizeof(struct iphdr);
    skb_put(skb, sizeof(struct iphdr) + sizeof(struct udphdr));
-   skb->queue_mapping = pkt_dev->cur_queue_map;
-
+   skb_set_queue_mapping(skb, pkt_dev->cur_queue_map);
    iph = ip_hdr(skb);
    udph = udp_hdr(skb);
```

```
@@ -2941,8 +2940,7 @@ static struct sk_buff *fill_packet_ipv6(struct net_device *odev,
    skb->network_header = skb->tail;
    skb->transport_header = skb->network_header + sizeof(struct ipv6hdr);
    skb_put(skb, sizeof(struct ipv6hdr) + sizeof(struct udphdr));
-   skb->queue_mapping = pkt_dev->cur_queue_map;
-
+   skb_set_queue_mapping(skb, pkt_dev->cur_queue_map);
    iph = ipv6_hdr(skb);
    udph = udp_hdr(skb);
```

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