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Subject: Re: [PATCH][PACKET] Remove unneeded packet\_socks\_nr variable  
Posted by [Arnaldo Carvalho de M](#) on Wed, 07 Nov 2007 16:26:35 GMT

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Em Wed, Nov 07, 2007 at 07:16:14PM +0300, Pavel Emelyanov escreveu:

> Arnaldo Carvalho de Melo wrote:

> > Em Wed, Nov 07, 2007 at 01:50:04PM -0200, Arnaldo Carvalho de Melo escreveu:

> >> Em Wed, Nov 07, 2007 at 06:32:51PM +0300, Pavel Emelyanov escreveu:

> >>> This one is used only under ifdef PACKET\_REFCNT\_DEBUG in

> >>> printk and is not needed otherwise. So hide all this stuff

> >>> under the PACKET\_REFCNT\_DEBUG.

> >>>

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

> >> Look at sk\_refcnt\_debug\_inc, etc and you'll see a more standard way. I

> >> forgot to make this when making all protocol families use sk\_prot, even

> >> if just partially :-)

> >

> > As a bonus you'll get this information on /proc/net/protocols, removing

> > '-1' from PACKET column for "sockets".

>

> Hm... I actually thought about this, but I decided that packet

> sockets were not accounted in this way deliberately.

>

> So, shall I break this "compatibility" (-1 in proc) and provide

> a packet socket number in this file?

Humm, my bad, the sockets column in /proc/net/protocols doesn't come from prot->socks, it comes from prot->sockets\_allocated. But the suggestion for using sk\_refcnt\_debug\_inc stands, it is there for when we want to do what the code in pf\_packet does: refcount debugging, in fact that code most probably was copy'n'pasted from other, older protocols.

BTW, IPX also uses this technique, patches are welcome to make it also use common infrastructure :-)

- Arnaldo

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