Subject: [PATCH] Use sockfd_lookup_light in the rest of the net/socket.c
Posted by Pavel Emelianov on Wed, 14 Nov 2007 16:42:18 GMT
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Some time ago a sockfd_lookup_light was introduced and
most of the socket.c file was patched to use it. However
two routines were left - sys_sendto and sys_recvfrom.

Patch them as well, since this helper does exactly what
these two need.

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

```
diff --git a/net/socket.c b/net/socket.c
index 74784df..f8ec651 100644
--- a/net/socket.c
+++ b/net/socket.c
@@ -1581,16 +1581,11 @@ asmlinkage long sys_sendto(int fd, void __user *buff, size_t len,
  struct msghdr msg;
  struct iovec iov;
  int fput_needed;
- struct file *sock_file;

- sock_file = fget_light(fd, &fput_needed);
- err = -EBADF;
- if (!sock_file)
+ sock = sockfd_lookup_light(fd, &err, &fput_needed);
+ if (!sock)
   goto out;

- sock = sock_from_file(sock_file, &err);
- if (!sock)
-  goto out_put;
  iov.iov_base = buff;
  iov.iov_len = len;
  msg.msg_name = NULL;
@@ -1612,7 +1607,7 @@ asmlinkage long sys_sendto(int fd, void __user *buff, size_t len,
  err = sock_sendmsg(sock, &msg, len);

 out_put:
- fput_light(sock_file, fput_needed);
+ fput_light(sock->file, fput_needed);
 out:
  return err;
 }
@@ -1641,17 +1636,11 @@ asmlinkage long sys_recvfrom(int fd, void __user *ubuf, size_t size,
```

```
  struct msghdr msg;
  char address[MAX_SOCK_ADDR];
  int err, err2;
- struct file *sock_file;
  int fput_needed;

- sock_file = fget_light(fd, &fput_needed);
- err = -EBADF;
- if (!sock_file)
-  goto out;
-
- sock = sock_from_file(sock_file, &err);
+ sock = sockfd_lookup_light(fd, &err, &fput_needed);
  if (!sock)
-  goto out_put;
+  goto out;

  msg.msg_control = NULL;
  msg.msg_controllen = 0;
@@ -1670,8 +1659,8 @@ asmlinkage long sys_recvfrom(int fd, void __user *ubuf, size_t size,
   if (err2 < 0)
    err = err2;
  }
-out_put:
- fput_light(sock_file, fput_needed);
+
+ fput_light(sock->file, fput_needed);
 out:
  return err;
 }
```