Subject: Re: [PATCH 2/2][INET] Move the reqsk_queue_yank_listen_sk from header
Posted by Simon Horman on Thu, 15 Nov 2007 00:12:30 GMT
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On Wed, Nov 14, 2007 at 09:11:06PM +0300, Pavel Emelyanov wrote:
> This function is used in the net/core/request_sock.c only.
> No need in keeping it in the header file.

I feel like I am missing something here, but
doesn't __reqsk_queue_destroy() in include/net/request_sock.h use
reqsk_queue_yank_listen_sk()?

```
static inline void __reqsk_queue_destroy(struct request_sock_queue
*queue)
{
        kfree(reqsk_queue_yank_listen_sk(queue));
}
```

>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
>
> ---
>
> diff --git a/include/net/request_sock.h b/include/net/request_sock.h
> index 0a954ee..e80b53f 100644
> --- a/include/net/request_sock.h
> +++ b/include/net/request_sock.h
> @@ -123,19 +123,6 @@ struct request_sock_queue {
>
>  extern int reqsk_queue_alloc(struct request_sock_queue *queue,
>          unsigned int nr_table_entries);
> -
> -static inline struct listen_sock *reqsk_queue_yank_listen_sk(struct request_sock_queue
*queue)
> -{
> - struct listen_sock *lopt;
> -
> - write_lock_bh(&queue->syn_wait_lock);
> - lopt = queue->listen_opt;
> - queue->listen_opt = NULL;
> - write_unlock_bh(&queue->syn_wait_lock);
> -
> - return lopt;
> -}
> -
>  extern void __reqsk_queue_destroy(struct request_sock_queue *queue);
>  extern void reqsk_queue_destroy(struct request_sock_queue *queue);

>
> diff --git a/net/core/request_sock.c b/net/core/request_sock.c
> index 12a15f5..16b2ef0 100644
> --- a/net/core/request_sock.c
> +++ b/net/core/request_sock.c
> @@ -71,6 +71,19 @@ int reqsk_queue_alloc(struct request_sock_queue *queue,
>
>  EXPORT_SYMBOL(reqsk_queue_alloc);
>
> +static struct listen_sock *reqsk_queue_yank_listen_sk(
> +  struct request_sock_queue *queue)
> +{
> + struct listen_sock *lopt;
> +
> + write_lock_bh(&queue->syn_wait_lock);
> + lopt = queue->listen_opt;
> + queue->listen_opt = NULL;
> + write_unlock_bh(&queue->syn_wait_lock);
> +
> + return lopt;
> +}
> +
>  void __reqsk_queue_destroy(struct request_sock_queue *queue)
>  {
>   struct listen_sock *lopt = reqsk_queue_yank_listen_sk(queue);
> --
> 1.5.3.4
>
> -
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