Subject: [PATCH 2.6.25] net: netns compilation speedup
Posted by den on Tue, 04 Dec 2007 09:02:35 GMT
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This patch speedups compilation when net_namespace.h is changed.

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--
diff --git a/include/net/pkt_cls.h b/include/net/pkt_cls.h
index f285de6..2eaf204 100644
--- a/include/net/pkt_cls.h
+++ b/include/net/pkt_cls.h
@@ -2,7 +2,6 @@
 #define __NET_PKT_CLS_H

 #include <linux/pkt_cls.h>
-#include <net/net_namespace.h>
 #include <net/sch_generic.h>
 #include <net/act_api.h>

@@ -336,6 +335,8 @@ static inline int tcf_valid_offset(const struct sk_buff *skb,
 }

 #ifdef CONFIG_NET_CLS_IND
+#include <net/net_namespace.h>
+
 static inline int
 tcf_change_indev(struct tcf_proto *tp, char *indev, struct rtattr *indev_tlv)
 {
diff --git a/include/net/sock.h b/include/net/sock.h
index 43e3cd9..a04e361 100644
--- a/include/net/sock.h
+++ b/include/net/sock.h
@@ -57,7 +57,6 @@
 #include <asm/atomic.h>
 #include <net/dst.h>
 #include <net/checksum.h>
-#include <net/net_namespace.h>

 /*
  * This structure really needs to be cleaned up.
@@ -95,6 +94,7 @@ typedef struct {

 struct sock;
 struct proto;
+struct net;

```
/**
 * struct sock_common - minimal network layer representation of sockets
```