Subject: [PATCH net-2.6.25 3/4][NETNS][RAW]: Eliminate explicit init_net references.
Posted by Pavel Emelianov on Mon, 14 Jan 2008 13:11:17 GMT
View Forum Message <> Reply to Message

Happily, in all the rest places (->bind callbacks only), that require the
struct net, we have a socket, so get the net from it.

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

---
 net/ipv4/raw.c |    2 +-
 net/ipv6/raw.c |    4 ++--
 2 files changed, 3 insertions(+), 3 deletions(-)

```
diff --git a/net/ipv4/raw.c b/net/ipv4/raw.c
index 4e95372..206c869 100644
--- a/net/ipv4/raw.c
+++ b/net/ipv4/raw.c
@@ -625,7 +625,7 @@ static int raw_bind(struct sock *sk, struct sockaddr *uaddr, int addr_len)

  if (sk->sk_state != TCP_CLOSE || addr_len < sizeof(struct sockaddr_in))
   goto out;
- chk_addr_ret = inet_addr_type(&init_net, addr->sin_addr.s_addr);
+ chk_addr_ret = inet_addr_type(sk->sk_net, addr->sin_addr.s_addr);
  ret = -EADDRNOTAVAIL;
  if (addr->sin_addr.s_addr && chk_addr_ret != RTN_LOCAL &&
      chk_addr_ret != RTN_MULTICAST && chk_addr_ret != RTN_BROADCAST)
diff --git a/net/ipv6/raw.c b/net/ipv6/raw.c
index 026fa91..970529e 100644
--- a/net/ipv6/raw.c
+++ b/net/ipv6/raw.c
@@ -291,7 +291,7 @@ static int rawv6_bind(struct sock *sk, struct sockaddr *uaddr, int
addr_len)
    if (!sk->sk_bound_dev_if)
     goto out;

-   dev = dev_get_by_index(&init_net, sk->sk_bound_dev_if);
+   dev = dev_get_by_index(sk->sk_net, sk->sk_bound_dev_if);
    if (!dev) {
     err = -ENODEV;
     goto out;
@@ -304,7 +304,7 @@ static int rawv6_bind(struct sock *sk, struct sockaddr *uaddr, int
addr_len)
   v4addr = LOOPBACK4_IPV6;
   if (!(addr_type & IPV6_ADDR_MULTICAST)) {
    err = -EADDRNOTAVAIL;
-   if (!ipv6_chk_addr(&init_net, &addr->sin6_addr,
```

```
+   if (!ipv6_chk_addr(sk->sk_net, &addr->sin6_addr,
        dev, 0)) {
    if (dev)
     dev_put(dev);
--
1.5.3.4
```