Subject: Veth mac generation
Posted by dietmar on Wed, 11 Jun 2008 10:46:31 GMT
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Hi all,

The code to generate mac addresses for veth (generate_mac in veth.c)
uses the
Constant SW_OUI for upper 3 bytes, and random values for lower 3 bytes.
Thus
giving 2^24 possible values.

Isn't it better to use random numbers for all 6 bytes, like the code
in the linux kernel:

```
static inline void random_ether_addr(u8 *addr)
{
        get_random_bytes (addr, ETH_ALEN);
        addr [0] &= 0xfe;       /* clear multicast bit */
        addr [0] |= 0x02;       /* set local assignment bit (IEEE802) */
}
```

That would make conflict less likely.

- Dietmar