Subject: [PATCH iproute2 1/2] Modify neighbour proxy show
Posted by Tony Zelenoff on Thu, 26 Jan 2012 14:50:04 GMT
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New "ip neigh show proxy" command now can show proxies which
were added with "ip neigh add proxy" command. Kernel code to
support this feature sent a bit earlier to netdev.

Signed-off-by: Tony Zelenoff <antonz@parallels.com>
---
 ip/ipneigh.c | 13 ++++++++++--
 1 files changed, 11 insertions(+), 2 deletions(-)

```
diff --git a/ip/ipneigh.c b/ip/ipneigh.c
index c8f745e..313cc63 100644
--- a/ip/ipneigh.c
+++ b/ip/ipneigh.c
@@ -209,6 +209,7 @@ int print_neigh(const struct sockaddr_nl *who, struct nlmsghdr *n, void
*arg)
  if (filter.index && filter.index != r->ndm_ifindex)
   return 0;
  if (!(filter.state&r->ndm_state) &&
+     !(r->ndm_flags & NTF_PROXY) &&
      (r->ndm_state || !(filter.state&0x100)) &&
             (r->ndm_family != AF_DECnet))
   return 0;
@@ -267,6 +268,9 @@ int print_neigh(const struct sockaddr_nl *who, struct nlmsghdr *n, void
*arg)
  if (r->ndm_flags & NTF_ROUTER) {
   fprintf(fp, " router");
  }
+ if (r->ndm_flags & NTF_PROXY) {
+  fprintf(fp, " proxy");
+ }
  if (tb[NDA_CACHEINFO] && show_stats) {
   struct nda_cacheinfo *ci = RTA_DATA(tb[NDA_CACHEINFO]);
   int hz = get_user_hz();
@@ -314,6 +318,7 @@ int do_show_or_flush(int argc, char **argv, int flush)
 {
  char *filter_dev = NULL;
  int state_given = 0;
+ struct ndmsg ndm = { 0 };

  ipneigh_reset_filter();

@@ -354,7 +359,9 @@ int do_show_or_flush(int argc, char **argv, int flush)
    if (state == 0)
     state = 0x100;
```

```
    filter.state |= state;
-  } else {
+  } else if (strcmp(*argv, "proxy") == 0)
+   ndm.ndm_flags = NTF_PROXY;
+  else {
    if (strcmp(*argv, "to") == 0) {
     NEXT_ARG();
    }
@@ -418,7 +425,9 @@ int do_show_or_flush(int argc, char **argv, int flush)
   return 1;
  }

- if (rtnl_wilddump_request(&rth, filter.family, RTM_GETNEIGH) < 0) {
+ ndm.ndm_family = filter.family;
+
+ if (rtnl_dump_request(&rth, RTM_GETNEIGH, &ndm, sizeof(struct ndmsg)) < 0) {
   perror("Cannot send dump request");
   exit(1);
  }
--
1.7.1
```