Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by Dave Hansen on Fri, 15 Dec 2006 19:33:04 GMT
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On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:
>
> --- 2.6.19-mm1.orig/net/ipv4/udp.c
> +++ 2.6.19-mm1/net/ipv4/udp.c
> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_
> (inet->dport != rmt_port && inet->dport) ||
> (inet->rcv_saddr && inet->rcv_saddr != loc_addr) ||
> ipv6_only_sock(s) ||
> - !net_ns_match(sk->sk_net_ns, ns) ||
> (s->sk_bound_dev_if && s->sk_bound_dev_if != dif))
> continue;
> +#ifdef CONFIG_NET_NS
> + if (!net_ns_sock_is_visible(sk, ns))
> + continue;
> +#endif

Why is this #ifdef needed? Isn't the stub in the header good enough?

-- Dave

_____
Containers mailing list
Containers@lists.osdl.org
https://lists.osdl.org/mailman/listinfo/containers

Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by Daniel Lezcano on Fri, 15 Dec 2006 20:21:03 GMT
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Dave Hansen wrote:
> On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:
>
>> --- 2.6.19-mm1.orig/net/ipv4/udp.c
>> +++ 2.6.19-mm1/net/ipv4/udp.c
>> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_
>> (inet->dport != rmt_port && inet->dport) ||
>> (inet->rcv_saddr && inet->rcv_saddr != loc_addr) ||
>> ipv6_only_sock(s) ||
>> - !net_ns_match(sk->sk_net_ns, ns) ||
>> (s->sk_bound_dev_if && s->sk_bound_dev_if != dif))
>> continue;
>> +#ifdef CONFIG_NET_NS

>> +		if (!net_ns_sock_is_visible(sk, ns))
>> +			continue;
>> +#endif
>>
>
> Why is this #ifdef needed? Isn't the stub in the header good enough?
>
I don't know. What does the compiler ? Will it remove the "return 1"
code from the stub if CONFIG_NET_NS is disabled because the test will be
always true ?

_____
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Subject: Re: [patch 1/2] net namespace : Add broadcasting
Posted by Dave Hansen on Mon, 18 Dec 2006 23:45:09 GMT
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On Fri, 2006-12-15 at 21:21 +0100, Daniel Lezcano wrote:
> Dave Hansen wrote:
> > On Fri, 2006-12-15 at 18:20 +0100, dlezcano@fr.ibm.com wrote:
> >
> >> --- 2.6.19-mm1.orig/net/ipv4/udp.c
> >> +++ 2.6.19-mm1/net/ipv4/udp.c
> >> @@ -306,9 +306,12 @@ static inline struct sock *udp_v4_mcast_
> >> 		(inet->dport != rmt_port && inet->dport)		||
> >> 		(inet->rcv_saddr && inet->rcv_saddr != loc_addr)	||
> >> 		ipv6_only_sock(s)					||
> >> -		!net_ns_match(sk->sk_net_ns, ns)			||
> >> 		(s->sk_bound_dev_if && s->sk_bound_dev_if != dif))
> >> 			continue;
> >> +#ifdef CONFIG_NET_NS
> >> +		if (!net_ns_sock_is_visible(sk, ns))
> >> +			continue;
> >> +#endif
> >>
> >
> > Why is this #ifdef needed? Isn't the stub in the header good enough?
> >
> I don't know

If you don't know, then you should stop writing code until you find
out!! :P

> What does the compiler ? Will it remove the "return 1"

> code from the stub if CONFIG_NET_NS is disabled because the test will be
> always true ?

Yes. And if it is always false, it will kill the entire block of code.

Repeat after me: I will not put #ifdefs in .c files. I will not put
#ifdefs in .c files. I will not put #ifdefs in .c files.

-- Dave

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