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Subject: [PATCH net-2.6.25 2/6][CORE] Isolate the net/core/ sysctl table  
Posted by [Pavel Emelianov](#) on Sat, 01 Dec 2007 12:59:52 GMT

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Using ctl paths we can put all the stuff, related to net/core/  
sysctl table, into one file and remove all the references on it.

As a good side effect this hides the "core\_table" name from  
the global name space :)

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

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```
diff --git a/include/net/sock.h b/include/net/sock.h
index 43e3cd9..8f32a71 100644
--- a/include/net/sock.h
+++ b/include/net/sock.h
@@ -1325,10 +1325,6 @@ extern __u32 sysctl_rmem_max;

extern void sk_init(void);

-#ifdef CONFIG_SYSCTL
-extern struct ctl_table core_table[];
-#endif
-
extern int sysctl_optmem_max;

extern __u32 sysctl_wmem_default;
diff --git a/net/core/sysctl_net_core.c b/net/core/sysctl_net_core.c
index 277c8fa..e322713 100644
--- a/net/core/sysctl_net_core.c
+++ b/net/core/sysctl_net_core.c
@@ -10,10 +10,11 @@
#include <linux/module.h>
#include <linux/socket.h>
#include <linux/netdevice.h>
+#include <linux/init.h>
#include <net/sock.h>
#include <net/xfrm.h>

-ctl_table core_table[] = {
+static struct ctl_table net_core_table[] = {
#ifdef CONFIG_NET
{
    .ctl_name = NET_CORE_WMEM_MAX,
@@ -149,3 +150,19 @@ ctl_table core_table[] = {
},

```

```

    { .ctl_name = 0 }
};
+
+static __initdata struct ctl_path net_core_path[] = {
+ { .procname = "net", .ctl_name = CTL_NET, },
+ { .procname = "core", .ctl_name = NET_CORE, },
+ { },
+};
+
+static __init int sysctl_core_init(void)
+{
+ struct ctl_table_header *hdr;
+
+ hdr = register_sysctl_paths(net_core_path, net_core_table);
+ return hdr == NULL ? -ENOMEM : 0;
+}
+
+__initcall(sysctl_core_init);
diff --git a/net/sysctl_net.c b/net/sysctl_net.c
index c50c793..747fc55 100644
--- a/net/sysctl_net.c
+++ b/net/sysctl_net.c
@@ -31,12 +31,6 @@
#endif

```

```

struct ctl_table net_table[] = {
- {
- .ctl_name = NET_CORE,
- .procname = "core",
- .mode = 0555,
- .child = core_table,
- },
#ifdef CONFIG_INET
{
    .ctl_name = NET_IPV4,
--

```

1.5.3.4

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