batman-adv - Bug #326

gw_class changed from 20 to 50 when compiled with BATMAN_V

03/01/2017 05:34 PM - Sven Eckelmann

Status:	Closed	**Start date:**	03/01/2017
Priority:	Normal	**Due date:**	
Assignee:	Simon Wunderlich	**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:	2017.0.1		

Description

It looks like the code in 80b2d47be2c7 ("batman-adv: B.A.T.M.A.N. V - implement GW selection logic") unconditionally overwrites the BATMAN_IV gw selection class value with 50 when it was enabled during compile-time.

Problem is that this change of the gw selection class is done in batadv_v_mesh_init:

```
@@ -397,7 +609,16 @@ void batadv_v_hardif_init(struct batadv_hard_iface *hard_iface)
  */
 int batadv_v_mesh_init(struct batadv_priv *bat_priv)
 {
-    return batadv_v_ogm_init(bat_priv);
+    int ret = 0;
+
+    ret = batadv_v_ogm_init(bat_priv);
+    if (ret < 0)
+        return ret;
+
+    /* set default throughput difference threshold to 5Mbps */
+    atomic_set(&bat_priv->gw.sel_class, 50);
+
+    return 0;
 }

 /**
```

But batadv_v_mesh_init is called unconditionally in batadv_mesh_init and not only when BATMAN_V is selected as routing algorithm.

The original code (BATMAN_IV) is setting the in gw.sel_class in batadv_softif_init_late. This is a lot earlier than the batadv_mesh_init/batadv_v_mesh_init call.

History

#1 - 03/01/2017 05:35 PM - Sven Eckelmann

- Description updated

#2 - 03/04/2017 04:37 PM - Sven Eckelmann

- Target version set to 2017.0.1

- Assignee changed from batman-adv developers to Simon Wunderlich

- Status changed from New to In Progress

Patch can be found at https://patchwork.open-mesh.org/project/b.a.t.m.a.n./patch/20170304153331.22420-3-sven@narfation.org/

#3 - 03/07/2017 05:04 PM - Sven Eckelmann

- Status changed from In Progress to Closed

Patch was applied and released as v2017.0.1