
Subject: [PATCH 2.6.21-rc5] [I2O] block IO errors on i2o disk

Posted by [vaverin](#) on Mon, 26 Mar 2007 08:07:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

I2O subsystem has been broken in mainstream several months ago (after 2.6.18).

The following patch from Jens Axboe splits struct request ->flags into two

parts: cmd_type and cmd_flags

<http://git.kernel.org/?p=linux/kernel/git/torvalds/linux-2.6>

.git;a=commit;h=4aff5e2333c9a1609662f2091f55c3f6ffdad36

In i2o layer this patch has replaced flag REQ_SPECIAL by the according cmd_type.

However i2o has used REQ_SPECIAL not as command type but as driver-specific flag

for the debug purposes. As result all i2o requests have type "special" now, are

not processed to the hardware and fail with I/O error:

i2o/hda:<3>Buffer I/O error on device i2o/hda, logical block 0

Buffer I/O error on device i2o/hda, logical block 0

Buffer I/O error on device i2o/hda, logical block 0

unable to read partition table

block-osm: device added (TID: 207): i2o/hda

The following patch removes the extra debug checks without any drawbacks and

restores the normal driver's work.

Signed-off-by: Vasily Averin <vvs@sw.ru>

--- 2.6.21-rc5/drivers/message/i2o/i2o_block.c 2007-02-04 21:44:54.000000000 +0300

+++ 2.6.21-rc5/drivers/message/i2o/i2o_block.c 2007-03-26 11:03:52.000000000 +0400

@@ -390,13 +390,6 @@ static int i2o_block_prep_req_fn(struct

return BLKPREP_KILL;

}

- /* request is already processed by us, so return */

- if (blk_special_request(req)) {

- osm_debug("REQ_SPECIAL already set!\n");

- req->cmd_flags |= REQ_DONTPREP;

- return BLKPREP_OK;

- }

-

/* connect the i2o_block_request to the request */

if (!req->special) {

ireq = i2o_block_request_alloc();

@@ -408,11 +401,8 @@ static int i2o_block_prep_req_fn(struct

ireq->i2o_blk_dev = i2o_blk_dev;

req->special = ireq;

ireq->req = req;

- } else

- ireq = req->special;

```
-  
+ }  
  /* do not come back here */  
- req->cmd_type = REQ_TYPE_SPECIAL;  
  req->cmd_flags |= REQ_DONTPREP;  
  
  return BLKPREP_OK;
```
