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Subject: Re: [PATCH -utrace] Move utrace into task\_struct  
Posted by [Christoph Hellwig](#) on Thu, 03 May 2007 10:34:49 GMT  
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On Wed, May 02, 2007 at 03:02:03PM -0700, Roland McGrath wrote:  
> That's just a workaround for an actual bug that I need to fix.  
> You wouldn't really want to do it that way.

It's actually a very nice and needed simplification. It gets rid of an object with subtle life time rules, which is always a good thing. The utrace code really needs more patches in the style of Alexey's as this kind of overengineering is what will cause hard to debug problems over the long run.

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