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Subject: [PATCH 2/2] Make unregister\_binfmt() return void  
Posted by [Alexey Dobriyan](#) on Mon, 16 Jul 2007 13:27:29 GMT  
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list\_del() hardly can fail, so checking for return value is pointless  
(and current code always return 0).

Nobody really cared that return value anyway.

Signed-off-by: Alexey Dobriyan <[adobriyan@sw.ru](mailto:adobriyan@sw.ru)>

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```
arch/ia64/ia32/binfmt_elf32.c | 2 +-  
fs/exec.c                     | 3 +--  
include/linux/binfmts.h       | 3 +--  
3 files changed, 3 insertions(+), 5 deletions(-)
```

```
--- a/arch/ia64/ia32/binfmt_elf32.c  
+++ b/arch/ia64/ia32/binfmt_elf32.c  
@@ -275,7 +275,7 @@ static int __init check_elf32_binfmt(void)  
{  
    if (cpu_uses_ia32el()) {  
        printk("Please use IA-32 EL for executing IA-32 binaries\n");  
-    return unregister_binfmt(&elf_format);  
+    unregister_binfmt(&elf_format);  
    }  
    return 0;  
}  
--- a/fs/exec.c  
+++ b/fs/exec.c  
@@ -81,12 +81,11 @@ int register_binfmt(struct linux_binfmt * fmt)  
  
EXPORT_SYMBOL(register_binfmt);  
  
-int unregister_binfmt(struct linux_binfmt * fmt)  
+void unregister_binfmt(struct linux_binfmt * fmt)  
{  
    write_lock(&binfmt_lock);  
    list_del(&fmt->lh);  
    write_unlock(&binfmt_lock);  
-    return 0;  
}  
  
EXPORT_SYMBOL(unregister_binfmt);  
--- a/include/linux/binfmts.h  
+++ b/include/linux/binfmts.h  
@@ -65,7 +65,7 @@ struct linux_binfmt {  
};
```

```
extern int register_binfmt(struct linux_binfmt *);  
-extern int unregister_binfmt(struct linux_binfmt *);  
+extern void unregister_binfmt(struct linux_binfmt *);
```

```
extern int prepare_binprm(struct linux_binprm *);  
extern void remove_arg_zero(struct linux_binprm *);
```

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