
Subject: [PATCH 01/10] sysctl: Update sysctl_check_table

Posted by [ebiederm](#) on Fri, 10 Aug 2007 00:49:46 GMT

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Well it turns out after I dug into the problems a little more I was returning a few false positives so this patch updates my logic to remove them.

- Don't complain about 0 ctl_names in sysctl_check_binary_path
It is valid for someone to remove the sysctl binary interface and still keep the same sysctl proc interface.
- Count ctl_names and procnames as matching if they both don't exist.
- Only warn about missing min&max when the generic functions care.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

kernel/sysctl_check.c | 30 ++++++-----

1 files changed, 16 insertions(+), 14 deletions(-)

diff --git a/kernel/sysctl_check.c b/kernel/sysctl_check.c

index 389c4ba..930a514 100644

--- a/kernel/sysctl_check.c

+++ b/kernel/sysctl_check.c

@@ -1420,12 +1420,14 @@ static int sysctl_check_dir(struct ctl_table *table)

ref = sysctl_check_lookup(table);

if (ref) {

int match = 0;

- if (table->procname && ref->procname &&
- (strcmp(table->procname, ref->procname) == 0))

+ if ((!table->procname && !ref->procname) ||

+ (table->procname && ref->procname &&

+ (strcmp(table->procname, ref->procname) == 0)))

match++;

- if (table->ctl_name && ref->ctl_name &&

- (table->ctl_name == ref->ctl_name))

+ if ((!table->ctl_name && !ref->ctl_name) ||

+ (table->ctl_name && ref->ctl_name &&

+ (table->ctl_name == ref->ctl_name)))

match++;

if (match != 2) {

@@ -1462,8 +1464,8 @@ static void sysctl_check_bin_path(struct ctl_table *table, const char

**fail)

(strcmp(table->procname, ref->procname) != 0)))

```

    set_fail(fail, table, "procname does not match binary path procname");

- if (ref->ctl_name &&
-     (!table->ctl_name || table->ctl_name != ref->ctl_name))
+ if (ref->ctl_name && table->ctl_name &&
+     (table->ctl_name != ref->ctl_name))
    set_fail(fail, table, "ctl_name does not match binary path ctl_name");
}
}
@@ -1499,7 +1501,7 @@ int sysctl_check_table(struct ctl_table *table)
    if (table->extra2)
        set_fail(&fail, table, "Directory with extra2");
    if (sysctl_check_dir(table))
-    set_fail(&fail, table, "Inconsistent directory");
+ set_fail(&fail, table, "Inconsistent directory names");
    } else {
        if ((table->strategy == sysctl_data) ||
            (table->strategy == sysctl_string) ||
@@ -1520,14 +1522,14 @@ int sysctl_check_table(struct ctl_table *table)
        if (!table->maxlen)
            set_fail(&fail, table, "No maxlen");
    }
- if ((table->strategy == sysctl_intvec) ||
-     (table->proc_handler == proc_dointvec_minmax) ||
-     (table->proc_handler == proc_doulongvec_minmax) ||
+ if ((table->proc_handler == proc_doulongvec_minmax) ||
+     (table->proc_handler == proc_doulongvec_ms_jiffies_minmax)) {
- if (!table->extra1)
-     set_fail(&fail, table, "No min");
- if (!table->extra2)
-     set_fail(&fail, table, "No max");
+ if (table->maxlen > sizeof (unsigned long)) {
+     if (!table->extra1)
+         set_fail(&fail, table, "No min");
+     if (!table->extra2)
+         set_fail(&fail, table, "No max");
+ }
    }
    if (table->ctl_name && !table->strategy)
        set_fail(&fail, table, "Missing strategy");
--
1.5.1.1.181.g2de0

```
