Subject: Re: [PATCH] Fix OOPS in show uevent() Posted by Cornelia Huck on Fri, 10 Aug 2007 12:39:27 GMT View Forum Message <> Reply to Message

On Fri, 10 Aug 2007 14:23:56 +0200, "Kay Sievers" <kay.sievers@vrfy.org> wrote:

- > But we still don't update the remaining buffer size and the remaining > array fields which are left after the call. Shouldn't we instead just > change the: int (*dev_uevent)(struct device *dev, char **envp, int num envp, > char *buffer, int buffer_size); > > to: int (*dev_uevent)(struct device *dev, char **envp, int num_envp, int *cur_index, > char *buffer, int buffer size, int *cur len); > > like we do for: int add_uevent_var(char **envp, int num_envp, int *cur_index, char *buffer, int buffer size, int *cur len, > const char *format, ...) > > > and along with the change of the callers, we would update the values
- > properly, so the next call has the correct numbers? There are 6
- > classes and something like 12 buses using this method, so it shouldn't
- > be too much trouble.

Sounds like a sensible approach. We may want the remaining non-users to add_uevent_var() at the same time, I guess.