Subject: Re: [PATCH] Fix OOPS in show_uevent() Posted by Kay Sievers on Fri, 10 Aug 2007 12:23:56 GMT

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On 8/10/07, Pavel Emelyanov <xemul@openvz.org> wrote:

- > The platform_uevent() callback called via
- > show_uevent()
- > dev_uevent()
- > platform uevent()
- > forgot to set NULL to the last envp pointer and this caused the
- > show_uevent() oops while printing all the envp pointers like this:
- > The last hunk in this patch fixes this.

Looks like the right fix, yes.

- > The other problem is that the envp passed to bus, type and platform callbacks
- > from dev uevent() is the same, so the callbacks can overwrite the info, written
- > by the others. Did I miss something important?

Sounds like a bug, yes.

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 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.

Thanks, Kay