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Subject: Re: [RFC][PATCH] Pass struct pid \* to copy\_process()  
Posted by [Cedric Le Goater](#) on Tue, 16 Jan 2007 14:02:29 GMT  
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Sukadev Bhattiprolu wrote:

> Modify copy\_process() to take a struct pid \* parameter instead of a pid\_t.  
> This simplifies the code a bit and also avoids having to call find\_pid()  
> to convert the pid\_t to a struct pid.

>

> From: Sukadev Bhattiprolu <sukadev@us.ibm.com>

>

> Signed-off-by: Sukadev Bhattiprolu <sukadev@us.ibm.com>

> Cc: Cedric Le Goater <clg@fr.ibm.com>

> Cc: Dave Hansen <haveblue@us.ibm.com>

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> Cc: Eric Biederman <ebiederm@xmission.com>

> Cc: containers@lists.osdl.org

> ---

> kernel/fork.c | 46 ++++++-----

> 1 files changed, 23 insertions(+), 23 deletions(-)

>

> Index: lx26-20-rc2-mm1/kernel/fork.c

> =====

> --- lx26-20-rc2-mm1.orig/kernel/fork.c 2007-01-15 18:05:50.079031592 -0800

> +++ lx26-20-rc2-mm1/kernel/fork.c 2007-01-15 18:31:40.984258160 -0800

> @@ -954,8 +954,9 @@ static struct task\_struct \*copy\_process(  
> unsigned long stack\_size,  
> int \_\_user \*parent\_tidptr,  
> int \_\_user \*child\_tidptr,  
> - int pid)  
> + struct pid \*spid)  
> {  
> + int nr = pid\_nr(spid);  
> int retval;  
> struct task\_struct \*p = NULL;  
>  
> @@ -1021,7 +1022,7 @@ static struct task\_struct \*copy\_process(  
> p->did\_exec = 0;  
> delayacct\_tsk\_init(p); /\* Must remain after dup\_task\_struct() \*/  
> copy\_flags(clone\_flags, p);  
> - p->pid = pid;  
> + p->pid = nr;

very minor improvement, you could get rid of nr and just say :

p->pid = pid\_nr(spid);

C.

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Containers mailing list

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<https://lists.osdl.org/mailman/listinfo/containers>

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