
Subject: [patch 12/22] elevate write count during entire ncp_ioctl()
Posted by [Cedric Le Goater](#) on Thu, 07 Jun 2007 15:25:39 GMT
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From: Dave Hansen <hansendc@us.ibm.com>

Some ioctls need write access, but others don't. Make a helper function to decide when write access is needed, and take it.

Signed-off-by: Dave Hansen <hansendc@us.ibm.com>

fs/ncpfs/ioctl.c | 55 ++++++-----
1 file changed, 54 insertions(+), 1 deletion(-)

Index: 2.6.22-rc4-mm2-robindmount/fs/ncpfs/ioctl.c

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--- 2.6.22-rc4-mm2-robindmount.orig/fs/ncpfs/ioctl.c

+++ 2.6.22-rc4-mm2-robindmount/fs/ncpfs/ioctl.c

@@ -14,6 +14,7 @@

#include <linux/ioctl.h>

#include <linux/time.h>

#include <linux/mm.h>

+#include <linux/mount.h>

#include <linux/highuid.h>

#include <linux/smp_lock.h>

#include <linux/vmalloc.h>

@@ -261,7 +262,7 @@ ncp_get_charsets(struct ncp_server* serv
{

#endif /* CONFIG_NCPFS_NLS */

-int ncp_ioctl(struct inode *inode, struct file *filp,
+static int __ncp_ioctl(struct inode *inode, struct file *filp,
 unsigned int cmd, unsigned long arg)

{
 struct ncp_server *server = NCP_SERVER(inode);

@@ -822,6 +823,58 @@ outrel:

 return -EINVAL;

}

+static int ncp_ioctl_need_write(unsigned int cmd)

+{

+ switch (cmd) {

+ case NCP_IOC_GET_FS_INFO:

+ case NCP_IOC_GET_FS_INFO_V2:

+ case NCP_IOC_NCPREQUEST:

+ case NCP_IOC_SETDENTRYTTL:

```

+ case NCP_IOC_SIGN_INIT:
+ case NCP_IOC_LOCKUNLOCK:
+ case NCP_IOC_SET_SIGN_WANTED:
+ return 1;
+ case NCP_IOC_GETOBJECTNAME:
+ case NCP_IOC_SETOBJECTNAME:
+ case NCP_IOC_GETPRIVATEDATA:
+ case NCP_IOC_SETPRIVATEDATA:
+ case NCP_IOC_SETCHARSETS:
+ case NCP_IOC_GETCHARSETS:
+ case NCP_IOC_CONN_LOGGED_IN:
+ case NCP_IOC_GETDENTRYTTL:
+ case NCP_IOC_GETMOUNTUID2:
+ case NCP_IOC_SIGN_WANTED:
+ case NCP_IOC_GETROOT:
+ case NCP_IOC_SETROOT:
+ return 0;
+ default:
+ /* unkown IOCTL command, assume write */
+ WARN_ON(1);
+ }
+ return 1;
+}
+
+int ncp_ioctl(struct inode *inode, struct file *filp,
+ unsigned int cmd, unsigned long arg)
+{
+ int ret;
+
+ if (ncp_ioctl_need_write(cmd)) {
+ /*
+  * inside the ioctl(), any failures which
+  * are because of file_permission() are
+  * -EACCESS, so it seems consistent to keep
+  * that here.
+  */
+ if (mnt_want_write(filp->f_vfsmnt))
+ return -EACCES;
+ }
+ ret = __ncp_ioctl(inode, filp, cmd, arg);
+ if (ncp_ioctl_need_write(cmd))
+ mnt_drop_write(filp->f_vfsmnt);
+ return ret;
+}
+
+#ifdef CONFIG_COMPAT
long ncp_compat_ioctl(struct file *file, unsigned int cmd, unsigned long arg)
{

```

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