
Subject: [PATCH 02/16] net: Don't implement dev_ifname32 inline

Posted by [ebiederm](#) on Sat, 08 Sep 2007 21:13:04 GMT

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The current implementation of dev_ifname makes maintenance difficult because updates to the implementation of the ioctl have to be made in two places. So this patch updates dev_ifname32 to do a classic 32/64 structure conversion and call sys_ioctl like the rest of the compat calls do.

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

fs/compat_ioctl.c | 21 ++++++-----
1 files changed, 10 insertions(+), 11 deletions(-)

```
diff --git a/fs/compat_ioctl.c b/fs/compat_ioctl.c  
index a6c9078..361b994 100644  
--- a/fs/compat_ioctl.c  
+++ b/fs/compat_ioctl.c  
@@ -324,22 +324,21 @@ struct ifconf32 {  
  
static int dev_ifname32(unsigned int fd, unsigned int cmd, unsigned long arg)  
{  
- struct net_device *dev;  
- struct ifreq32 ifr32;  
+ struct ifreq __user *uifr;  
    int err;  
  
- if (copy_from_user(&ifr32, compat_ptr(arg), sizeof(ifr32)))  
+ uifr = compat_alloc_user_space(sizeof(struct ifreq));  
+ if (copy_in_user(uifr, compat_ptr(arg), sizeof(struct ifreq32)))  
    return -EFAULT;  
  
- dev = dev_get_by_index(ifr32.ifr_ifindex);  
- if (!dev)  
-     return -ENODEV;  
+ err = sys_ioctl(fd, SIOCGIFNAME, (unsigned long)uifr);  
+ if (err)  
+     return err;  
  
- strlcpy(ifr32.ifr_name, dev->name, sizeof(ifr32.ifr_name));  
- dev_put(dev);  
-  
- err = copy_to_user(compat_ptr(arg), &ifr32, sizeof(ifr32));  
- return (err ? -EFAULT : 0);  
+ if (copy_in_user(compat_ptr(arg), uifr, sizeof(struct ifreq32)))  
+     return -EFAULT;  
+
```

```
+ return 0;
}

static int dev_ifconf(unsigned int fd, unsigned int cmd, unsigned long arg)
--
1.5.3.rc6.17.g1911
```

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