
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 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;
```

```
- strncpy(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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