
Subject: [PATCH 2/5][GFS2] Use macro instead of explicit check for mandatory locks

Posted by [Pavel Emelianov](#) on Wed, 12 Sep 2007 11:20:43 GMT

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The `__MANDATORY_LOCK(inode)` macro makes the same check, but makes the code more readable.

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Cc: Steven Whitehouse <swhiteho@redhat.com>

fs/gfs2/ops_file.c | 4 ++--

1 files changed, 2 insertions(+), 2 deletions(-)

diff --git a/fs/gfs2/ops_file.c b/fs/gfs2/ops_file.c

index 94d76ac..7e814f4 100644

--- a/fs/gfs2/ops_file.c

+++ b/fs/gfs2/ops_file.c

@@ -535,7 +535,7 @@ static int gfs2_lock(struct file *file,

if (!(fl->fl_flags & FL_POSIX))

return -ENOLCK;

- if ((ip->i_inode.i_mode & (S_ISGID | S_IXGRP)) == S_ISGID)

+ if (__MANDATORY_LOCK(ip->i_inode))

return -ENOLCK;

if (sdp->sd_args.ar_localflocks) {

@@ -637,7 +637,7 @@ static int gfs2_flock(struct file *file,

if (!(fl->fl_flags & FL_FLOCK))

return -ENOLCK;

- if ((ip->i_inode.i_mode & (S_ISGID | S_IXGRP)) == S_ISGID)

+ if (__MANDATORY_LOCK(ip->i_inode))

return -ENOLCK;

if (sdp->sd_args.ar_localflocks)
