
Subject: [PATCH 2/5][GFS2] Cleanup explicit check for mandatory locks
Posted by [Pavel Emelianov](#) on Mon, 17 Sep 2007 07:52:08 GMT
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The `__mandatory_lock(inode)` function 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..28773ca 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)
```
