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Subject: Re: [PATCH] change inotifyfs magic as the same magic is used for futexfs  
Posted by [Randy Dunlap](#) on Fri, 21 Sep 2007 15:53:13 GMT

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On Fri, 21 Sep 2007 17:35:43 +0400 Andrey Mirkin wrote:

```
> From: Andrey Mirkin <major@openvz.org>
>
> Right now futexfs and inotifyfs have one magic 0xBAD1DEA, that looks a little
> bit confusing.
> Use 0xBAD1DEA as magic for futexfs and 0x2BAD1DEA as magic for inotifyfs.
>
> Signed-off-by: Andrey Mirkin <major@openvz.org>
```

A 'diffstat -p 1 -w 70' would be helpful so we can see which files are touched.

Please add these magic numbers to include/linux/magic.h so that they are clearly visible and conflicts can be seen easier, then #include <linux/magic.h> in these source files.

```
> ----
>
> diff --git a/fs/inotify_user.c b/fs/inotify_user.c
> index 9bf2f6c..9b1a195 100644
> --- a/fs/inotify_user.c
> +++ b/fs/inotify_user.c
> @@ -684,7 +684,7 @@ static int
> inotify_get_sb(struct file_system_type *fs_type, int flags,
>      const char *dev_name, void *data, struct vfsmount *mnt)
> {
> - return get_sb_pseudo(fs_type, "inotify", NULL, 0xBAD1DEA, mnt);
> + return get_sb_pseudo(fs_type, "inotify", NULL, INOTIFYFS_MAGIC, mnt);
> }
>
> static struct file_system_type inotify_fs_type = {
> diff --git a/include/linux/futex.h b/include/linux/futex.h
> index 9965035..89611cc 100644
> --- a/include/linux/futex.h
> +++ b/include/linux/futex.h
> @@ -3,6 +3,8 @@ #define _LINUX_FUTEX_H
>
> #include <linux/sched.h>
>
> +#define FUTEXFS_MAGIC 0xBAD1DEA
> +
> union ktime;
```

