Subject: Re: [patch -mm 1/5] mqueue namespace : add struct mq_namespace Posted by Cedric Le Goater on Thu, 04 Oct 2007 13:12:39 GMT View Forum Message <> Reply to Message

sukadev@us.ibm.com wrote:

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> Eric W. Biederman [ebiederm@xmission.com] wrote:
> | sukadev@us.ibm.com writes:
> |
> | > Cedric Le Goater [clg@fr.ibm.com] wrote:
> |> |> I think you and Eric (and I) are disagreeing about those limitations.
> |> |> You take it for granted that a sibling pidns is off limits for signals.
> |> |> But the signal wasn't sent using a pid, but using a file (in SIGIO
> |> |> case). So since the fs was shared, the signal should be sent. An
> |> |> event happened, and the receiver wants to know about it.
> | > |
> | > | seen that way | agree.
> | > |
> | > | si_code is set to SI_MESGQ, but what do we put in si_pid ? 0 ?
>|>|
> | > | we could use the si_errno to pass extra info, like the sending process
> | > | lives in a // world ...
> | >
> | > Does the receiver need to know that sender is in a // world ?
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probably not. it would mean that the user is container aware. bad idea.

> | What is a // world ?

- >
- > Parallel world/universe :-)

>

> I am assuming Cedric used that to refer to a sibling pid ns.

yes :)

Thanks !

C.

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