
Subject: [PATCH 2/4] sysctl: Remember the ctl_table we passed to register_sysctl_paths

Posted by [ebiederm](#) on Thu, 29 Nov 2007 17:46:26 GMT

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By doing this we allow users of register_sysctl_paths that build and dynamically allocate their ctl_table to be simpler. This allows them to just remember the ctl_table_header returned from register_sysctl_paths from which they can now find the ctl_table array they need to free.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

```
include/linux/sysctl.h | 1 +
kernel/sysctl.c        | 1 +
2 files changed, 2 insertions(+), 0 deletions(-)
```

```
diff --git a/include/linux/sysctl.h b/include/linux/sysctl.h
```

```
index eb522bf..8b2e9e0 100644
```

```
--- a/include/linux/sysctl.h
```

```
+++ b/include/linux/sysctl.h
```

```
@@ -1063,6 +1063,7 @@ struct ctl_table_header
```

```
    struct list_head ctl_entry;
```

```
    int used;
```

```
    struct completion *unregistering;
```

```
+ struct ctl_table *ctl_table_arg;
```

```
};
```

```
/* struct ctl_path describes where in the hierarchy a table is added */
```

```
diff --git a/kernel/sysctl.c b/kernel/sysctl.c
```

```
index fa92e70..effae87 100644
```

```
--- a/kernel/sysctl.c
```

```
+++ b/kernel/sysctl.c
```

```
@@ -1598,6 +1598,7 @@ struct ctl_table_header *register_sysctl_paths(const struct ctl_path
```

```
*path,
```

```
    new += 2;
```

```
    }
```

```
    *prevp = table;
```

```
+ header->ctl_table_arg = table;
```

```
    INIT_LIST_HEAD(&header->ctl_entry);
```

```
    header->used = 0;
```

```
--
```

```
1.5.3.rc6.17.g1911
```

Containers mailing list

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