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Subject: Re: [PATCH 3/7] uts namespaces: use init\_utsname when appropriate

Posted by [ebiederm](#) on Sat, 08 Apr 2006 07:09:03 GMT

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"Serge E. Hallyn" <serue@us.ibm.com> writes:

```
> diff --git a/include/asm-i386/elf.h b/include/asm-i386/elf.h
> index 4153d80..8d455e2 100644
> --- a/include/asm-i386/elf.h
> +++ b/include/asm-i386/elf.h
> @@ -108,7 +108,7 @@ typedef struct user_fxsr_struct elf_fpxr
>   For the moment, we have only optimizations for the Intel generations,
>   but that could change... */
>
> -#define ELF_PLATFORM (system_utsname.machine)
> +#define ELF_PLATFORM (init_utsname()->machine)
>
> #ifdef __KERNEL__
> #define SET_PERSONALITY(ex, ibcs2) do { } while (0)
```

I think this one needs to be utsname()->machine.

Currently it doesn't matter. But Herbert has expressed the desire to make a machine appear like an older one.

```
> diff --git a/net/ipv4/ipconfig.c b/net/ipv4/ipconfig.c
> index cb8a92f..81db372 100644
> --- a/net/ipv4/ipconfig.c
> +++ b/net/ipv4/ipconfig.c
> @@ -367,7 +367,7 @@ static int __init ic_defaults(void)
>   */
>
>   if (!ic_host_name_set)
> -   sprintf(system_utsname.nodename, "%u.%u.%u.%u", NIPQUAD(ic_myaddr));
> +   sprintf(init_utsname()->nodename, "%u.%u.%u.%u", NIPQUAD(ic_myaddr));
>
>   if (root_server_addr == INADDR_NONE)
>     root_server_addr = ic_servaddr;
> @@ -806,7 +806,7 @@ static void __init ic_do_bootp_ext(u8 *e
>   }
>   break;
>   case 12: /* Host name */
> -   ic_bootp_string(system_utsname.nodename, ext+1, *ext, __NEW_UTS_LEN);
> +   ic_bootp_string(init_utsname()->nodename, ext+1, *ext, __NEW_UTS_LEN);
>   ic_host_name_set = 1;
>   break;
```

```

> case 15: /* Domain name (DNS) */
> @@ -817,7 +817,7 @@ static void __init ic_do_bootp_ext(u8 *e
>   ic_bootp_string(root_server_path, ext+1, *ext,
> sizeof(root_server_path));
>   break;
> case 40: /* NIS Domain name (_not_ DNS) */
> - ic_bootp_string(system_utsname.domainname, ext+1, *ext, __NEW_UTS_LEN);
> + ic_bootp_string(init_utsname()->domainname, ext+1, *ext, __NEW_UTS_LEN);
>   break;
> }
> }
> @@ -1369,7 +1369,7 @@ static int __init ip_auto_config(void)
>   printk(", mask=%u.%u.%u.%u", NIPQUAD(ic_netmask));
>   printk(", gw=%u.%u.%u.%u", NIPQUAD(ic_gateway));
>   printk("\n   host=%s, domain=%s, nis-domain=%s",
> -       system_utsname.nodename, ic_domain, system_utsname.domainname);
> + init_utsname()->nodename, ic_domain, init_utsname()->domainname);
>   printk("\n   bootserver=%u.%u.%u.%u", NIPQUAD(ic_servaddr));
>   printk(", rootserver=%u.%u.%u.%u", NIPQUAD(root_server_addr));
>   printk(", rootpath=%s", root_server_path);
> @@ -1479,11 +1479,11 @@ static int __init ip_auto_config_setup(c
> case 4:
>   if ((dp = strchr(ip, '.')) {
>     *dp++ = '\0';
> -   strcpy(system_utsname.domainname, dp,
> - sizeof(system_utsname.domainname));
> +   strcpy(init_utsname()->domainname, dp,
> + sizeof(init_utsname()->domainname));
>   }
> -   strcpy(system_utsname.nodename, ip,
> - sizeof(system_utsname.nodename));
> +   strcpy(init_utsname()->nodename, ip,
> + sizeof(init_utsname()->nodename));
>   ic_host_name_set = 1;
>   break;
> case 5:

```

This also probably makes sense as utsname(). It doesn't really matter as this is before init is executed. But logically this is a user space or per namespace action.

```

> diff --git a/net/sunrpc/clnt.c b/net/sunrpc/clnt.c
> index aa8965e..97c8439 100644
> --- a/net/sunrpc/clnt.c
> +++ b/net/sunrpc/clnt.c
> @@ -176,10 +176,10 @@ rpc_new_client(struct rpc_xprt *xprt, ch
>   }
>

```

```
> /* save the nodename */
> - clnt->cl_nodelen = strlen(system_utsname.nodename);
> + clnt->cl_nodelen = strlen(init_utsname()->nodename);
> if (clnt->cl_nodelen > UNX_MAXNODENAME)
>   clnt->cl_nodelen = UNX_MAXNODENAME;
> - memcpy(clnt->cl_nodename, system_utsname.nodename, clnt->cl_nodelen);
> + memcpy(clnt->cl_nodename, init_utsname()->nodename, clnt->cl_nodelen);
>   return clnt;
>
> out_no_auth:
```

Using nodename is practically the definition of something that should per namespace I think. Plus it would be really inconsistent to use utsname() and the init\_utsname for the nfs rpc calls.

Unless I am missing something.

Eric

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