
Subject: Re: Re: [PATCH 3/7] uts namespaces: use init_utsname when appropriate
Posted by [ebiederm](#) on Sun, 09 Apr 2006 09:25:04 GMT
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Kir Kolyshkin <kir@openvz.org> writes:

> Sam Vilain wrote:

>

>>On Sat, 2006-04-08 at 01:09 -0600, Eric W. Biederman wrote:

>>

>>

>>>>-#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.

>>>

>>>

>>

>>This is extremely useful for faking it as "i386" on x86_64 systems, for

>>instance.

>>

>>

> Could 'setarch' be of any help here? Works fine for us. Or am I missing

> something?

For the specific case that is clearly the better solution,
as it already exists, and it handles the weird 32/64bit
logic. The ELF_PLATFORM bit I was commenting on was 32bit
only.

I'm not ready to implement any new functionality at the moment,
but what I heard suggested and was it may be reasonable to allow
machine to be modified on a per uts namespace basis. If that
kind of thing is ever to happen ELF_PLATFORM needs to be per
uts on x86. Actually allowing modification of machine is
an entirely different conversation.

Eric
