
Subject: Re: [PATCH 1/4] Some changes in the kobject mapper
Posted by [Daniel Hokka Zakrisso](#) on Tue, 08 Jan 2008 18:36:36 GMT
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Pavel Emelyanov wrote:

```
> The main thing that I want from the kobj mapper is to add
> the mode_t on the struct kobj_map that reflects with
> permissions are associated with this particular map. This
> mode is to be returned via the kobj_lookup.
>
> I use the FMODE_XXX flags to handle the permissions bits,
> as I will compare these ones to the file->f_mode later.
> By default all bits are set (for the initial container).
>
> The additional things I need are kobj_remap() to change
> that permission and kobj_iterate() to walk the map.
>
> The kobj_map_fini() is the roll-back for the kobj_map_init().
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
>
> ...
> @@ -153,3 +237,21 @@ struct kobj_map *kobj_map_init(kobj_probe_t *base_probe, struct
mutex *lock)
>   p->lock = lock;
>   return p;
> }
> +
> +void kobj_map_fini(struct kobj_map *map)
> +{
> + int i;
> + struct probe *p, *next;
> +
> + for (i = 0; i < 256; i++) {
```

This should be 255, shouldn't it?

```
> + p = map->probes[i];
> + while (p->next != NULL) {
> +   next = p->next;
> +   kfree(p);
> +   p = next;
> + }
> + }
> +
> + kfree(p);
> + kfree(map);
> + }
```

```
> diff --git a/include/linux/kobj_map.h b/include/linux/kobj_map.h
> index bafe178..ecfe772 100644
> --- a/include/linux/kobj_map.h
> +++ b/include/linux/kobj_map.h
> @@ -7,8 +7,13 @@ struct kobj_map;
>
> int kobj_map(struct kobj_map *, dev_t, unsigned long, struct module *,
>     kobj_probe_t *, int (*)(dev_t, void *), void *);
> +int kobj_remap(struct kobj_map *, dev_t, mode_t, unsigned long, struct module *,
> +     kobj_probe_t *, int (*)(dev_t, void *), void *);
> void kobj_unmap(struct kobj_map *, dev_t, unsigned long);
> -struct kobject *kobj_lookup(struct kobj_map *, dev_t, int *);
> +struct kobject *kobj_lookup(struct kobj_map *, dev_t, mode_t *, int *);
> +void kobj_map_iterate(struct kobj_map *, int (*fn)(dev_t, int, mode_t, void *),
> + void *);
> struct kobj_map *kobj_map_init(kobj_probe_t *, struct mutex *);
> +void kobj_map_fini(struct kobj_map *);
>
> #endif
>
> _____
> Containers mailing list
> Containers@lists.linux-foundation.org
> https://lists.linux-foundation.org/mailman/listinfo/containers
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Daniel Hokka Zakrisson

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