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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem

Posted by [Dave Hansen](#) on Mon, 14 Jan 2008 21:54:34 GMT

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On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:

> I second the concern of running out of 64 bits of flags. In fact, the  
> problem with the flags is likely to be valid outside our context, and  
> general to the linux kernel soon. Should we not discuss it there  
> too ?

It would be pretty easy to make a new one expandable:

```
sys_newclone(int len, unsigned long *flags_array)
```

Then you could give it a virtually unlimited number of "unsigned long"s pointed to by "flags\_array".

Plus, the old clone just becomes:

```
sys_oldclone(unsigned long flags)
{
    do_newclone(1, &flags);
}
```

We could validate the flags array address in sys\_newclone(), then call do\_newclone().

-- Dave

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Containers mailing list

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