
Subject: Re: Namespaces exhausted CLONE_XXX bits problem

Posted by [Dave Hansen](#) on Tue, 15 Jan 2008 09:22:18 GMT

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On Tue, 2008-01-15 at 11:25 +0300, Pavel Emelyanov wrote:

> Hmm. I have an idea how to make this w/o a new system call. This might
> look wierd, but. Why not stopple the last bit with a CLONE_NEWCLONE and
> consider the parent_tidptr/child_tidptr in this case as the pointer to
> an array of extra arguments/flargs?

I guess that does keep us from having to add an `_actual_` system call.

Do we make the array something like

```
array[] = { orig_tidptr, nr_flags, actual flags... };
```

?

-- Dave

Containers mailing list

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