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Subject: Re: [PATCH 1/2] Extend sys\_clone and sys\_unshare system calls API  
Posted by [Cedric Le Goater](#) on Thu, 24 Jan 2008 17:09:56 GMT

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Pavel Machek wrote:

> On Wed 2008-01-16 15:58:55, Pavel Emelyanov wrote:

>> There's only one bit in the clone\_flags left, so we won't be able  
>> to create more namespaces after we make it busy. Besides, for  
>> checkpoint/restart jobs we might want to create tasks with given  
>> pids (virtual of course). And nobody knows for sure what else might  
>> be required from clone() in the future.

>>

>> This is an attempt to create an extendable API for clone and unshare.

>> Actually this patch is a request for comment about the overall  
>> design. If it will turn out to "look good", then we'll select some  
>> better names for new flag and data types.

>>

>> I use the last bit in the clone\_flags for CLONE\_LONGARG. When set it  
>> will denote that the child\_tidptr is not a pointer to a tid storage,  
>> but the pointer to the struct long\_clone\_struct which currently  
>> looks like this:

>>

>> struct long\_clone\_arg {

>> int size;

>> };

>

> Ugly as night, I'd say. (AI said it better). What about just adding  
> clone2 syscall, that takes u64?

yes but we would need more something like :

```
long sys_clone64(unsigned long flags_high, unsigned long flag_low)
```

if we want the syscall to be supported on 32bit arch. clone2 is also  
being used on ia64 already.

C.

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