

Matt Helsley [matthlhc@us.ibm.com] wrote:

| Yes, I think that's sufficient:

```
|     int pipefds[2];  
|  
|     ...  
|  
|     restarted_read_fd = 11;  
|     restarted_write_fd = 12;  
|  
|     ...  
|  
|     pipe(pipefds);  
|  
|     /*  
|     * pipe() may have returned one (or both) of the restarted fds  
|     * at the wrong end of the pipe. This could cause dup2() to  
|     * accidentally close the pipe. Avoid that with an extra dup().  
|     */  
|     if (pipefds[1] == restarted_read_fd) {  
|         dup2(pipefds[1], last_fd + 1);  
|         pipefds[1] = last_fd + 1;  
|     }  
|  
|     if (pipefds[0] != restarted_read_fd) {  
|         dup2(pipefds[0], restarted_read_fd);  
|         close(pipefds[0]);  
|     }  
|  
|     if (pipefds[0] != restarted_read_fd) {  
|         dup2(pipefds[1], restarted_write_fd);  
|         close(pipefds[1]);  
|     }  
| }
```

Shouldn't the last if be

if (pipefds[1] != restarted\_wrt\_e\_fd) ?

(otherwise it would break if pipefds[0] = 11 and pipefds[1] = 200)

I came up with something similar, but with an extra close(). And in my code, I had restarted\_\* names referring to pipefds[] making it a bit confusing initially.

How about using `actual_fds[]` (instead of `pipefds`) and `expected_fds[]` instead of `(restart_*)` ?

Thanks,

Suka

|  
| I think this code does the minimal number of operations needed in the  
| restarted application too -- it counts on the second `dup2()` closing one  
| of the `fds` if `pipefds[1] == restarted_read_fd`.

|  
| Cheers,  
| -Matt

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