Subject: Re: [PATCH 05/11] sysfs: sysfs_chmod_file handle multiple superblocks
Posted by Daniel Lezcano on Tue, 24 Jun 2008 10:39:46 GMT
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Tejun Heo wrote:
> Hello,
>
> Daniel Lezcano wrote:
>>> I think it would be great if sysfs_chmod_file can do all-or-nothing
>>> instead of failing half way through but given the interface of
>>> notify_change(), it could be difficult to implement. Any ideas?
>> Is it acceptable to queue the notifications in a list until we are in
>> the loop and loop again to notify when exiting the first loop without
>> error ?
>
> Can you please take a look at the following patch?
>
> http://article.gmane.org/gmane.linux.file-systems/24484
>
> Which replaces notify_change() call to two calls to sysfs_setattr() and
> fsnotify_change(). The latter never fails and the former should always
> succeed if inode_change_ok() succeeds (inode_setattr() never fails
> unless the size is changing), so I think the correct thing to do is...
>
> * Separate out sysfs_do_setattr() which doesn't do inode_change_ok() and
> just sets the attributes. Making it a void function which triggers
> WARN_ON() when inode_setattr() fails would be a good idea.
>
> * Implement sysfs_chmod_file() in similar way rename/move are
> implemented - allocate all resources and check conditions and then iff
> everything looks okay commit the operation by calling sysfs_do_setattr().
>
> How does that sound?

Much better than my first proposition :)

I will do a separate patchset.

Thanks.

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