
Subject: [PATCH 01/15] kobject: Cleanup kobject_rename and !CONFIG_SYSFS
Posted by [ebiederm](#) on Fri, 04 Jul 2008 01:05:28 GMT

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It finally dawned on me what the clean fix to sysfs_rename_dir calling kobject_set_name is. Move the work into kobject_rename where it belongs. The callers serialize us anyway so this is safe.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

```
---
fs/sysfs/dir.c      | 6 +-----
include/linux/sysfs.h | 4 +---
lib/kobject.c       | 17 ++++++++-----
3 files changed, 17 insertions(+), 10 deletions(-)
```

```
diff --git a/fs/sysfs/dir.c b/fs/sysfs/dir.c
index 8c0e4b9..146b86a 100644
--- a/fs/sysfs/dir.c
+++ b/fs/sysfs/dir.c
@@ -799,16 +799,12 @@ int sysfs_rename_dir(struct kobject * kobj, const char *new_name)
     if (!new_dentry)
         goto out_unlock;

- /* rename kobject and sysfs_dirent */
+ /* rename sysfs_dirent */
     error = -ENOMEM;
     new_name = dup_name = kstrdup(new_name, GFP_KERNEL);
     if (!new_name)
         goto out_unlock;

- error = kobject_set_name(kobj, "%s", new_name);
- if (error)
-     goto out_unlock;
-
     dup_name = sd->s_name;
     sd->s_name = new_name;
```

```
diff --git a/include/linux/sysfs.h b/include/linux/sysfs.h
index 84d92bb..f7e43ed 100644
--- a/include/linux/sysfs.h
+++ b/include/linux/sysfs.h
@@ -20,8 +20,6 @@
 struct kobject;
 struct module;

-extern int kobject_set_name(struct kobject *kobj, const char *name, ...)
-    __attribute__((format(printf, 2, 3)));
```

```

/* FIXME
 * The *owner field is no longer used, but leave around
 * until the tree gets cleaned up fully.
@@ -140,7 +138,7 @@ static inline void sysfs_remove_dir(struct kobject *kobj)

static inline int sysfs_rename_dir(struct kobject *kobj, const char *new_name)
{
- return kobject_set_name(kobj, "%s", new_name);
+ return 0;
}

static inline int sysfs_move_dir(struct kobject *kobj,
diff --git a/lib/kobject.c b/lib/kobject.c
index 829b839..49b3bc4 100644
--- a/lib/kobject.c
+++ b/lib/kobject.c
@@ -451,6 +451,7 @@ int kobject_rename(struct kobject *kobj, const char *new_name)
{
int error = 0;
const char *devpath = NULL;
+ const char *dup_name = NULL, *name;
char *devpath_string = NULL;
char *envp[2];

@@ -474,15 +475,27 @@ int kobject_rename(struct kobject *kobj, const char *new_name)
envp[0] = devpath_string;
envp[1] = NULL;

+ name = dup_name = kstrdup(new_name, GFP_KERNEL);
+ if (!name) {
+ error = -ENOMEM;
+ goto out;
+ }
+
error = sysfs_rename_dir(kobj, new_name);
+ if (error)
+ goto out;
+
+ /* Install the new kobject name */
+ dup_name = kobj->name;
+ kobj->name = name;

/* This function is mostly/only used for network interface.
 * Some hotplug package track interfaces by their name and
 * therefore want to know when the name is changed by the user. */
- if (!error)
- kobject_uevent_env(kobj, KOBJ_MOVE, envp);
+ kobject_uevent_env(kobj, KOBJ_MOVE, envp);

```

```
out:
+ kfree(dup_name);
  kfree(devpath_string);
  kfree(devpath);
  kobject_put(kobj);
--
```

1.5.3.rc6.17.g1911

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