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Subject: Re: [PATCH 1/4] users: let clone\_uts\_ns() handle setting uts-&gt;user\_ns  
Posted by [Oleg Nesterov](#) on Mon, 21 Feb 2011 13:41:29 GMT

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On 02/21, Daniel Lezcano wrote:

```
>  
> On 02/21/2011 05:01 AM, Serge E. Hallyn wrote:  
>> To do so we need to pass in the task_struct who'll get the utsname,  
>> so we can get its user_ns.  
>>  
>> -extern struct uts_namespace *copy_utsname(unsigned long flags,  
>> - struct uts_namespace *ns);  
>> +extern struct uts_namespace *copy_utsname(struct task_struct *tsk,  
>> + unsigned long flags,  
>> + struct uts_namespace *ns);  
>  
> Why don't we pass 'user_ns' instead of 'tsk' ? that will look  
> semantically clearer for the caller no ?  
> (example below).  
> ...  
>  
> new_nsp->uts_ns = copy_utsname(flags, tsk->nsproxy->uts_ns, task_cred_xxx(tsk,  
user->user_ns);
```

To me tsk looks more readable, I mean

```
new_nsp->uts_ns = copy_utsname(flags, tsk);
```

copy\_utsname() can find both uts\_ns and user\_ns looking at task\_struct.

But this is cosmetic and up to you and Serge.

But. I think it makes sense to pass "tsk" argument to copy\_pid\_ns() as well.  
This way we can remove some CLONE\_PIDNS code in copy\_process(), and this  
looks like a nice cleanup (even if minor) to me.

Oleg.

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