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Subject: [PATCH v3, RESEND 05/16] sunrpc: get rpc\_pipefs mount point for  
svc\_serv from callers

Posted by [Kirill A. Shutemov](#) on Tue, 08 Feb 2011 18:41:56 GMT

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Signed-off-by: Kirill A. Shutemov <kas@openvz.org>

Reviewed-by: Rob Landley <rlandley@parallels.com>

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```
fs/lockd/svc.c      | 4 +++-
fs/nfs/callback.c   | 4 +++-
fs/nfsd/nfssvc.c    | 6 ++++--
include/linux/sunrpc/svc.h | 8 ++++----
net/sunrpc/svc.c     | 18 ++++++++-----
5 files changed, 23 insertions(+), 17 deletions(-)
```

diff --git a/fs/lockd/svc.c b/fs/lockd/svc.c

index abfff9d..32310b1 100644

--- a/fs/lockd/svc.c

+++ b/fs/lockd/svc.c

@@ -31,6 +31,7 @@

#include <linux/sunrpc/clnt.h>

#include <linux/sunrpc/svc.h>

#include <linux/sunrpc/svcsock.h>

+#include <linux/sunrpc/rpc\_pipe\_fs.h>

#include <net/ip.h>

#include <linux/lockd/lockd.h>

#include <linux/nfs.h>

@@ -269,7 +270,8 @@ int lockd\_up(void)

"lockd\_up: no pid, %d users??\n", nlmsvc\_users);

error = -ENOMEM;

- serv = svc\_create(&nlmsvc\_program, LOCKD\_BUFSIZE, NULL);

+ serv = svc\_create(&nlmsvc\_program, init\_rpc\_pipefs, LOCKD\_BUFSIZE,

+ NULL);

if (!serv) {

printk(KERN\_WARNING "lockd\_up: create service failed\n");

goto out;

diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c

index e3d2942..c9b98ad 100644

--- a/fs/nfs/callback.c

+++ b/fs/nfs/callback.c

@@ -16,6 +16,7 @@

#include <linux/freezer.h>

#include <linux/kthread.h>

#include <linux/sunrpc/svcauth\_gss.h>

+#include <linux/sunrpc/rpc\_pipe\_fs.h>

#include <linux/sunrpc/bc\_xprt.h>

```
#include <net/inet_sock.h>
@@ -259,7 +260,8 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
    nfs_callback_bc_serv(minorversion, xprt, cb_info);
    goto out;
}
- serv = svc_create(&nfs4_callback_program, NFS4_CALLBACK_BUFSIZE, NULL);
+ serv = svc_create(&nfs4_callback_program, init_rpc_pipefs,
+ NFS4_CALLBACK_BUFSIZE, NULL);
if (!serv) {
    ret = -ENOMEM;
    goto out_err;
diff --git a/fs/nfsd/nfssvc.c b/fs/nfsd/nfssvc.c
index 18743c4..e4fc85d 100644
--- a/fs/nfsd/nfssvc.c
+++ b/fs/nfsd/nfssvc.c
@@ -13,6 +13,7 @@
```

```
#include <linux/sunrpc/stats.h>
#include <linux/sunrpc/svcsock.h>
+#include <linux/sunrpc/rpc_pipe_fs.h>
#include <linux/lockd/bind.h>
#include <linux/nfsacl.h>
#include <linux/seq_file.h>
@@ -331,8 +332,9 @@ int nfsd_create_serv(void)
}
nfsd_reset_versions();

- nfsd_serv = svc_create_pooled(&nfsd_program, nfsd_max_blksize,
- nfsd_last_thread, nfsd, THIS_MODULE);
+ nfsd_serv = svc_create_pooled(&nfsd_program, init_rpc_pipefs,
+ nfsd_max_blksize, nfsd_last_thread, nfsd,
+ THIS_MODULE);
if (nfsd_serv == NULL)
    return -ENOMEM;
```

```
diff --git a/include/linux/sunrpc/svc.h b/include/linux/sunrpc/svc.h
index 0cfd8e8..be15862 100644
--- a/include/linux/sunrpc/svc.h
+++ b/include/linux/sunrpc/svc.h
@@ -401,13 +401,13 @@ struct svc_procedure {
/*
 * Function prototypes.
 */
-struct svc_serv *svc_create(struct svc_program *, unsigned int,
- void (*shutdown)(struct svc_serv *));
+struct svc_serv *svc_create(struct svc_program *, struct vfsmount *,
+ unsigned int, void (*shutdown)(struct svc_serv *));
struct svc_rqst *svc_prepare_thread(struct svc_serv *serv,
```

```

    struct svc_pool *pool);
void    svc_exit_thread(struct svc_rqst *);
-struct svc_serv * svc_create_pooled(struct svc_program *, unsigned int,
- void (*shutdown)(struct svc_serv *),
+struct svc_serv * svc_create_pooled(struct svc_program *, struct vfsmount *,
+ unsigned int, void (*shutdown)(struct svc_serv *),
    svc_thread_fn, struct module *);
int    svc_set_num_threads(struct svc_serv *, struct svc_pool *, int);
int    svc_pool_stats_open(struct svc_serv *serv, struct file *file);
diff --git a/net/sunrpc/svc.c b/net/sunrpc/svc.c
index 370bc46..63abe2b 100644
--- a/net/sunrpc/svc.c
+++ b/net/sunrpc/svc.c
@@ -28,7 +28,6 @@
#include <linux/sunrpc/svcsock.h>
#include <linux/sunrpc/clnt.h>
#include <linux/sunrpc/bc_xprt.h>
-#include <linux/sunrpc/rpc_pipe_fs.h>

#define RPCDBG_FACILITY RPCDBG_SVCDSP

@@ -361,7 +360,8 @@ svc_pool_for_cpu(struct svc_serv *serv, int cpu)
 * Create an RPC service
 */
static struct svc_serv *
-__svc_create(struct svc_program *prog, unsigned int bufsize, int npools,
+__svc_create(struct svc_program *prog, struct vfsmount *rpcmount,
+ unsigned int bufsize, int npools,
    void (*shutdown)(struct svc_serv *serv))
{
    struct svc_serv *serv;
@@ -373,7 +373,7 @@ __svc_create(struct svc_program *prog, unsigned int bufsize, int npools,
    return NULL;
    serv->sv_name      = prog->pg_name;
    serv->sv_program    = prog;
- serv->sv_rpcmount    = mntget(init_rpc_pipefs);
+ serv->sv_rpcmount    = mntget(rpcmount);
    serv->sv_nthreads   = 1;
    serv->sv_stats      = prog->pg_stats;
    if (bufsize > RPCSVC_MAXPAYLOAD)
@@ -429,22 +429,22 @@ __svc_create(struct svc_program *prog, unsigned int bufsize, int
npools,
}

struct svc_serv *
-svc_create(struct svc_program *prog, unsigned int bufsize,
- void (*shutdown)(struct svc_serv *serv))
+svc_create(struct svc_program *prog, struct vfsmount *rpcmount,

```

```

+ unsigned int bufsize, void (*shutdown)(struct svc_serv *serv))
{
- return __svc_create(prog, bufsize, /*npools*/1, shutdown);
+ return __svc_create(prog, rpcmount, bufsize, /*npools*/1, shutdown);
}
EXPORT_SYMBOL_GPL(svc_create);

struct svc_serv *
-svc_create_pooled(struct svc_program *prog, unsigned int bufsize,
- void (*shutdown)(struct svc_serv *serv),
+svc_create_pooled(struct svc_program *prog, struct vfsmount *rpcmount,
+ unsigned int bufsize, void (*shutdown)(struct svc_serv *serv),
+   svc_thread_fn func, struct module *mod)
{
  struct svc_serv *serv;
  unsigned int npools = svc_pool_map_get();

- serv = __svc_create(prog, bufsize, npools, shutdown);
+ serv = __svc_create(prog, rpcmount, bufsize, npools, shutdown);

  if (serv != NULL) {
    serv->sv_function = func;
  }
}

```

1.7.4

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