
Subject: [PATCH v2 5/5] SUNRPC: kernel PipeFS mount point creation routines removed

Posted by [Stanislav Kinsbursky](#) on Tue, 10 Jan 2012 13:04:48 GMT

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This patch removes static `rpc_mnt` variable and its creation and destruction routines, because they are not used anymore.

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```
include/linux/sunrpc/rpc_pipe_fs.h | 2 --
net/sunrpc/rpc_pipe.c               | 21 -----
2 files changed, 0 insertions(+), 23 deletions(-)
```

```
diff --git a/include/linux/sunrpc/rpc_pipe_fs.h b/include/linux/sunrpc/rpc_pipe_fs.h
index 7eb0160..a28d2de 100644
```

```
--- a/include/linux/sunrpc/rpc_pipe_fs.h
+++ b/include/linux/sunrpc/rpc_pipe_fs.h
@@ -90,8 +90,6 @@ void rpc_destroy_pipe_data(struct rpc_pipe *pipe);
extern struct dentry *rpc_mkpipe_dentry(struct dentry *, const char *, void *,
    struct rpc_pipe *);
extern int rpc_unlink(struct dentry *);
-extern struct vfsmount *rpc_get_mount(void);
-extern void rpc_put_mount(void);
extern int register_rpc_pipefs(void);
extern void unregister_rpc_pipefs(void);
```

```
diff --git a/net/sunrpc/rpc_pipe.c b/net/sunrpc/rpc_pipe.c
index cd565d7..b53bb3b 100644
```

```
--- a/net/sunrpc/rpc_pipe.c
+++ b/net/sunrpc/rpc_pipe.c
@@ -18,7 +18,6 @@
#include <linux/kernel.h>
```

```
#include <asm/ioctls.h>
-#include <linux/fs.h>
#include <linux/poll.h>
#include <linux/wait.h>
#include <linux/seq_file.h>
@@ -37,9 +36,6 @@
```

```
#define NET_NAME(net) ((net == &init_net) ? " (init_net)" : "")
```

```
-static struct vfsmount *rpc_mnt __read_mostly;
-static int rpc_mount_count;
-
static struct file_system_type rpc_pipe_fs_type;
```

```

@@ -450,23 +446,6 @@ struct rpc_filelist {
    umode_t mode;
};

-struct vfsmount *rpc_get_mount(void)
-{
- int err;
-
- err = simple_pin_fs(&rpc_pipe_fs_type, &rpc_mnt, &rpc_mount_count);
- if (err != 0)
- return ERR_PTR(err);
- return rpc_mnt;
-}
-EXPORT_SYMBOL_GPL(rpc_get_mount);
-
-void rpc_put_mount(void)
-{
- simple_release_fs(&rpc_mnt, &rpc_mount_count);
-}
-EXPORT_SYMBOL_GPL(rpc_put_mount);
-
static int rpc_delete_dentry(const struct dentry *dentry)
{
    return 1;
}

```
