
Subject: [PATCH] SUNRPC: return negative value in case rpcbind client creation error

Posted by [Stanislav Kinsbursky](#) on Fri, 20 Jul 2012 11:57:48 GMT

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Without this patch kernel will panic on LockD start, because lockd_up() checks lockd_up_net() result for negative value.

>From my pow it's better to return negative value from rpcbind routines instead of replacing all such checks like in lockd_up().

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

net/sunrpc/rpcb_clnt.c | 4 +--

1 files changed, 2 insertions(+), 2 deletions(-)

diff --git a/net/sunrpc/rpcb_clnt.c b/net/sunrpc/rpcb_clnt.c

index 92509ff..a70acae 100644

--- a/net/sunrpc/rpcb_clnt.c

+++ b/net/sunrpc/rpcb_clnt.c

@@ -251,7 +251,7 @@ static int rpcb_create_local_unix(struct net *net)

if (IS_ERR(clnt)) {
 dprintk("RPC: failed to create AF_LOCAL rpcbind "
 "client (errno %ld).\n", PTR_ERR(clnt));

- result = -PTR_ERR(clnt);

+ result = PTR_ERR(clnt);
 goto out;
}

@@ -298,7 +298,7 @@ static int rpcb_create_local_net(struct net *net)

if (IS_ERR(clnt)) {
 dprintk("RPC: failed to create local rpcbind "
 "client (errno %ld).\n", PTR_ERR(clnt));

- result = -PTR_ERR(clnt);

+ result = PTR_ERR(clnt);
 goto out;
}
