
Subject: [PATCH v2 2/3] lockd: use rpc client's cl_nodename for id encoding
Posted by Stanislav Kinsbursky on Tue, 18 Sep 2012 09:37:18 GMT
[View Forum Message](#) <[Reply to Message](#)

Taking hostname from uts namespace if not safe, because this could be performed during umount operation on child reaper death. And in this case current->nsproxy is NULL already.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
Cc: <stable@vger.kernel.org>

fs/lockd/mon.c | 4 +---
1 files changed, 3 insertions(+), 1 deletions(-)

```
diff --git a/fs/lockd/mon.c b/fs/lockd/mon.c
index 38f240e..e0bc36e 100644
--- a/fs/lockd/mon.c
+++ b/fs/lockd/mon.c
@@ -42,6 +42,7 @@ struct nsm_args {
    u32 proc;

    char *mon_name;
+   char *nodename;
};

struct nsm_res {
@@ -141,6 +142,7 @@ static int nsm_mon_unmon(struct nsm_handle *nsm, u32 proc, struct
nsm_res *res,
    .vers = 3,
    .proc = NLMPROC_NSM_NOTIFY,
    .mon_name = nsm->sm_mon_name,
+   .nodename = utsname()->nodename,
};
struct rpc_message msg = {
    .rpc_argp = &args,
@@ -477,7 +479,7 @@ static void encode_my_id(struct xdr_stream *xdr, const struct nsm_args
*argp)
{
    __be32 *p;

-   encode_nsm_string(xdr, utsname()->nodename);
+   encode_nsm_string(xdr, argp->nodename);
    p = xdr_reserve_space(xdr, 4 + 4 + 4);
    *p++ = cpu_to_be32(argp->prog);
    *p++ = cpu_to_be32(argp->vers);
```
