
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

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

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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);
