
Subject: Re: Racy /proc creations interfaces
Posted by [adobriyan](#) on Thu, 28 Dec 2006 08:15:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wed, Dec 27, 2006 at 01:56:24PM +0000, Al Viro wrote:
> On Wed, Dec 27, 2006 at 04:42:23PM +0300, Alexey Dobriyan wrote:
> >
> > struct proc_entry_raw foo_pe_raw = {
> > .owner = THIS_MODULE,
> > .name = "foo",
> > .mode = 0644,
> > .read_proc = foo_read_proc,
> > .data = foo_data,
> > .parent = foo_parent,
> > };
> >
> > pde = create_proc_entry(&foo_pe_raw);
> > if (!pde)
> > return -ENOMEM;
> >
> > where "struct proc_entry_raw" is cut down version of "struct proc_dir_entry"
>
> Ewwwwwwwwwwwwww
>
> Please, please no. Especially not .parent. If anything, let's add a
> helper saying "it's all set up now". And turn create_proc_entry()
> into a macro that would pass THIS_MODULE to underlying function and
> call that helper, so that simple cases wouldn't have to bother at all.

People are setting ->data after create_proc_entry():

drivers/zorro/proc.c:

```
110 static int __init zorro_proc_attach_device(u_int slot)
111 {
112     struct proc_dir_entry *entry;
113     char name[4];
114
115     sprintf(name, "%02x", slot);
116     entry = create_proc_entry(name, 0, proc_bus_zorro_dir);
117     if (!entry)
118         return -ENOMEM;
119     entry->proc_fops = &proc_bus_zorro_operations;
120     entry->data = &zorro_autocon[slot];
121     entry->size = sizeof(struct zorro_dev);
```

If create_proc_entry is a macro doing what you suggest (am I right?)

```
#define create_proc_entry(name, mode, parent)
```

```
{  
    struct proc_dir_entry *pde;  
  
    pde = __create_proc_entry(name, mode, parent, THIS_MODULE);  
    if (pde)  
        mark_proc_entry_ready(pde);  
    pde;  
})
```

there is still a problem because we want it to be equivalent to

```
pde = create_proc_entry(...);  
if (!pde)  
    return -ENOMEM;  
pde->proc_fops = ...;  
pde->data = ...;  
mark_proc_entry_ready(pde);
```
