
Subject: [PATCH] IA64: alignment bug in ldscript
Posted by [Kirill Korotaev](#) on Mon, 18 Dec 2006 11:55:54 GMT
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[IA64] bug in ldscript (mainstream)

Occasionally, in mainstream number of fsys entries is even.
In OpenVZ it is odd and we get misaligned kernel image,
which does not boot.

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Signed-Off-By: Kirill Korotaev <dev@openvz.org>

```
diff -urp ../linux-2.6.18-vz/arch/ia64/kernel/vmlinux.lds.S
linux-2.6.18-vz/arch/ia64/kernel/vmlinux.lds.S
--- ../linux-2.6.18-vz/arch/ia64/kernel/vmlinux.lds.S 2006-12-08 13:34:19.000000000 +0300
+++ linux-2.6.18-vz/arch/ia64/kernel/vmlinux.lds.S 2006-12-13 02:51:03.000000000 +0300
@@ -163,6 +163,7 @@ @@ SECTIONS
 }
 #endif

+ . = ALIGN(8);
+ __con_initcall_start = .;
+ .con_initcall.init : AT(ADDR(.con_initcall.init) - LOAD_OFFSET)
+ { *(.con_initcall.init) }
```

Subject: RE: [PATCH] IA64: alignment bug in ldscript
Posted by [kenneth.w.chen](#) on Mon, 18 Dec 2006 19:23:29 GMT
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Kirill Korotaev wrote on Monday, December 18, 2006 4:05 AM
> [IA64] bug in ldscript (mainstream)
>
> Occasionally, in mainstream number of fsys entries is even.

Is it a typo on "fsys entries is even"?

If not, then this change log is misleading. It is the instruction
patch list of FSYS_RETURN that can potentially cause other data
structures to be out of alignment. And number of FSYS_RETURN call
site will not necessarily match number of fsys entry.

> In OpenVZ it is odd and we get misaligned kernel image,
> which does not boot.

Otherwise, the patch looks fine to me.
