
Subject: [PATCH 2/2] Make unregister_binfmt() return void
Posted by [Alexey Dobriyan](#) on Mon, 16 Jul 2007 13:27:29 GMT
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list_del() hardly can fail, so checking for return value is pointless
(and current code always return 0).

Nobody really cared that return value anyway.

Signed-off-by: Alexey Dobriyan <adobriyan@sw.ru>

```
arch/ia64/ia32/binfmt_elf32.c | 2 +-
fs/exec.c                     | 3 +--
include/linux/binfmts.h       | 3 +--
3 files changed, 3 insertions(+), 5 deletions(-)
```

```
--- a/arch/ia64/ia32/binfmt_elf32.c
+++ b/arch/ia64/ia32/binfmt_elf32.c
@@ -275,7 +275,7 @@ static int __init check_elf32_binfmt(void)
{
    if (cpu_uses_ia32el()) {
        printk("Please use IA-32 EL for executing IA-32 binaries\n");
-   return unregister_binfmt(&elf_format);
+   unregister_binfmt(&elf_format);
    }
    return 0;
}

--- a/fs/exec.c
+++ b/fs/exec.c
@@ -81,12 +81,11 @@ int register_binfmt(struct linux_binfmt * fmt)

EXPORT_SYMBOL(register_binfmt);

-int unregister_binfmt(struct linux_binfmt * fmt)
+void unregister_binfmt(struct linux_binfmt * fmt)
{
    write_lock(&binfmt_lock);
    list_del(&fmt->lh);
    write_unlock(&binfmt_lock);
-   return 0;
}

EXPORT_SYMBOL(unregister_binfmt);
--- a/include/linux/binfmts.h
+++ b/include/linux/binfmts.h
@@ -65,7 +65,7 @@ struct linux_binfmt {
};
```

```
extern int register_binfmt(struct linux_binfmt *);  
-extern int unregister_binfmt(struct linux_binfmt *);  
+extern void unregister_binfmt(struct linux_binfmt *);
```

```
extern int prepare_binprm(struct linux_binprm *);  
extern void remove_arg_zero(struct linux_binprm *);
```
