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Subject: [PATCH] change inotifyfs magic as the same magic is used for futexfs

Posted by [Andrey Mirkin](#) on Fri, 21 Sep 2007 13:35:43 GMT

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From: Andrey Mirkin <major@openvz.org>

Right now futexfs and inotifyfs have one magic 0xBAD1DEA, that looks a little bit confusing.

Use 0xBAD1DEA as magic for futexfs and 0x2BAD1DEA as magic for inotifyfs.

Signed-off-by: Andrey Mirkin <major@openvz.org>

----

```
diff --git a/fs/inotify_user.c b/fs/inotify_user.c
```

```
index 9bf2f6c..9b1a195 100644
```

```
--- a/fs/inotify_user.c
```

```
+++ b/fs/inotify_user.c
```

```
@@ -684,7 +684,7 @@ static int
```

```
inotify_get_sb(struct file_system_type *fs_type, int flags,  
               const char *dev_name, void *data, struct vfsmount *mnt)
```

```
{
```

```
- return get_sb_pseudo(fs_type, "inotify", NULL, 0xBAD1DEA, mnt);
```

```
+ return get_sb_pseudo(fs_type, "inotify", NULL, INOTIFYFS_MAGIC, mnt);
```

```
}
```

```
static struct file_system_type inotify_fs_type = {
```

```
diff --git a/include/linux/futex.h b/include/linux/futex.h
```

```
index 9965035..89611cc 100644
```

```
--- a/include/linux/futex.h
```

```
+++ b/include/linux/futex.h
```

```
@@ -3,6 +3,8 @@ #define _LINUX_FUTEX_H
```

```
#include <linux/sched.h>
```

```
+#define FUTEXFS_MAGIC 0xBAD1DEA
```

```
+
```

```
union ktime;
```

```
/* Second argument to futex syscall */
```

```
diff --git a/include/linux/inotify.h b/include/linux/inotify.h
```

```
index d4f48c6..2579c4d 100644
```

```
--- a/include/linux/inotify.h
```

```
+++ b/include/linux/inotify.h
```

```
@@ -9,6 +9,8 @@ #define _LINUX_INOTIFY_H
```

```
#include <linux/types.h>
```

```
+#define INOTIFYFS_MAGIC 0x2BAD1DEA
+
+/*
+ * struct inotify_event - structure read from the inotify device for each
+ event
+ */
diff --git a/kernel/futex.c b/kernel/futex.c
index e8935b1..6b57355 100644
--- a/kernel/futex.c
+++ b/kernel/futex.c
@@ -2074,7 +2074,7 @@ static int futexfs_get_sb(struct file_sy
    int flags, const char *dev_name, void *data,
    struct vfsmount *mnt)
{
- return get_sb_pseudo(fs_type, "futex", NULL, 0xBAD1DEA, mnt);
+ return get_sb_pseudo(fs_type, "futex", NULL, FUTEXFS_MAGIC, mnt);
}

static struct file_system_type futex_fs_type = {
```

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Subject: Re: [PATCH] change inotifyfs magic as the same magic is used for futexfs  
Posted by [Randy Dunlap](#) on Fri, 21 Sep 2007 15:53:13 GMT  
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On Fri, 21 Sep 2007 17:35:43 +0400 Andrey Mirkin wrote:

```
> From: Andrey Mirkin <major@openvz.org>
>
> Right now futexfs and inotifyfs have one magic 0xBAD1DEA, that looks a little
> bit confusing.
> Use 0xBAD1DEA as magic for futexfs and 0x2BAD1DEA as magic for inotifyfs.
>
> Signed-off-by: Andrey Mirkin <major@openvz.org>
```

A 'diffstat -p 1 -w 70' would be helpful so we can see which files are touched.

Please add these magic numbers to include/linux/magic.h so that they are clearly visible and conflicts can be seen easier, then #include <linux/magic.h> in these source files.

```
> ----
>
> diff --git a/fs/inotify_user.c b/fs/inotify_user.c
> index 9bf2f6c..9b1a195 100644
> --- a/fs/inotify_user.c
```

```

> +++ b/fs/inotify_user.c
> @@ -684,7 +684,7 @@ static int
> inotify_get_sb(struct file_system_type *fs_type, int flags,
>     const char *dev_name, void *data, struct vfsmount *mnt)
> {
> - return get_sb_pseudo(fs_type, "inotify", NULL, 0xBAD1DEA, mnt);
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> }
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> static struct file_system_type inotify_fs_type = {
> diff --git a/include/linux/futex.h b/include/linux/futex.h
> index 9965035..89611cc 100644
> --- a/include/linux/futex.h
> +++ b/include/linux/futex.h
> @@ -3,6 +3,8 @@ #define _LINUX_FUTEX_H
>
> #include <linux/sched.h>
>
> +#define FUTEXFS_MAGIC 0xBAD1DEA
> +
> union ktime;
>
> /* Second argument to futex syscall */
> diff --git a/include/linux/inotify.h b/include/linux/inotify.h
> index d4f48c6..2579c4d 100644
> --- a/include/linux/inotify.h
> +++ b/include/linux/inotify.h
> @@ -9,6 +9,8 @@ #define _LINUX_INOTIFY_H
>
> #include <linux/types.h>
>
> +#define INOTIFYFS_MAGIC 0x2BAD1DEA
> +
> /*
> * struct inotify_event - structure read from the inotify device for each
> event
> *
> diff --git a/kernel/futex.c b/kernel/futex.c
> index e8935b1..6b57355 100644
> --- a/kernel/futex.c
> +++ b/kernel/futex.c
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>     int flags, const char *dev_name, void *data,
>     struct vfsmount *mnt)
> {
> - return get_sb_pseudo(fs_type, "futex", NULL, 0xBAD1DEA, mnt);
> + return get_sb_pseudo(fs_type, "futex", NULL, FUTEXFS_MAGIC, mnt);
> }

```

```
>  
> static struct file_system_type futex_fs_type = {  
> -
```

---

~Randy

\*\*\* Remember to use Documentation/SubmitChecklist when testing your code \*\*\*

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Subject: Re: [PATCH] change inotifyfs magic as the same magic is used for futexfs  
Posted by [Jan Engelhardt](#) on Sat, 22 Sep 2007 09:19:45 GMT

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On Sep 21 2007 08:53, Randy Dunlap wrote:

>On Fri, 21 Sep 2007 17:35:43 +0400 Andrey Mirkin wrote:

>

>> From: Andrey Mirkin <major@openvz.org>

>>

>> Right now futexfs and inotifyfs have one magic 0xBAD1DEA, that looks a little

>> bit confusing.

>> Use 0xBAD1DEA as magic for futexfs and 0x2BAD1DEA as magic for inotifyfs.

>>

>> Signed-off-by: Andrey Mirkin <major@openvz.org>

>

>A 'diffstat -p 1 -w 70' would be helpful so we can see which files

>are touched.

>

>Please add these magic numbers to include/linux/magic.h so that

>they are clearly visible and conflicts can be seen easier,

>then #include <linux/magic.h> in these source files.

Also because userspace may want these magics too.

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