
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 = {

```

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>
>
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> 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
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> @@ -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
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> @@ -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
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> + 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 ***

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>

>>

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>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.
