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Subject: [PATCH] [openvz] printk: Handle global log buffer reallocation

Posted by [maximilian attems](#) on Tue, 19 Oct 2010 08:11:11 GMT

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From: Ben Hutchings <ben@decadent.org.uk>

Subject: [PATCH] [openvz] printk: Handle global log buffer reallocation

Date: Sun, 17 Oct 2010 02:24:28 +0100

Currently an increase in log\_buf\_len results in disaster, as ve0.log\_buf is left pointing to the old log buffer.

Update ve0.log\_buf when the global log buffer is reallocated. Also acquire logbuf\_lock before reading ve\_log\_buf\_len, to avoid a race with reallocation.

Reported-and-tested-by: Tim Small <tim@seoss.co.uk>

Signed-off-by: Ben Hutchings <ben@decadent.org.uk>

Signed-off-by: maximilian attems <max@stro.at>

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belows patch fixes <http://bugs.debian.org/600299>

--- a/kernel/printk.c

+++ b/kernel/printk.c

@ @ -198,6 +198,9 @ @

spin\_lock\_irqsave(&logbuf\_lock, flags);

log\_buf\_len = size;

log\_buf = new\_log\_buf;

+#ifdef CONFIG\_VE

+ ve0.log\_buf = log\_buf;

+#endif

offset = start = min(con\_start, log\_start);

dest\_idx = 0;

@ @ -354,9 +357,9 @ @

if (ve\_log\_buf == NULL)

goto out;

count = len;

+ spin\_lock\_irq(&logbuf\_lock);

if (count > ve\_log\_buf\_len)

count = ve\_log\_buf\_len;

- spin\_lock\_irq(&logbuf\_lock);

if (count > ve\_logged\_chars)

count = ve\_logged\_chars;

if (do\_clear)