Subject: Re: [PATCH] Fix OOPS in show_uevent()
Posted by Cornelia Huck on Fri, 10 Aug 2007 12:39:27 GMT
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On Fri, 10 Aug 2007 14:23:56 +0200,
"Kay Sievers" <kay.sievers@vrfy.org> wrote:

> But we still don't update the remaining buffer size and the remaining
> array fields which are left after the call. Shouldn't we instead just
> change the:
> int (*dev_uevent)(struct device *dev,
> char **envp, int num_envp,
> char *buffer, int buffer_size);
> to:
> int (*dev_uevent)(struct device *dev,
> char **envp, int num_envp, int *cur_index,
> char *buffer, int buffer_size, int *cur_len);
>
> like we do for:
> int add_uevent_var(char **envp, int num_envp, int *cur_index,
> char *buffer, int buffer_size, int *cur_len,
> const char *format, ...)
>
> and along with the change of the callers, we would update the values
> properly, so the next call has the correct numbers? There are 6
> classes and something like 12 buses using this method, so it shouldn't
> be too much trouble.

Sounds like a sensible approach. We may want the remaining non-users to
add_uevent_var() at the same time, I guess.