Subject: Re: [PATCH] Fix OOPS in show_uevent()
Posted by Pavel Emelianov on Fri, 10 Aug 2007 13:21:51 GMT
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Cornelia Huck wrote:
> 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.

isn't it better to change
  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,
  char **buffer);
and alter the buffer pointer inside?

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

Thanks,
Pavel