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Subject: Re: [PATCH] vt: Make vt\_pid a struct pid (making it pid wrap around safe).  
Posted by [ebiederm](#) on Mon, 11 Sep 2006 05:28:09 GMT

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Grr. Here is the other half of my confusion.

The patch:

[PATCH] vt: Rework the console spawning variables.  
is fine.

The patch:

[PATCH] vt: Make vt\_pid a struct pid (making it pid wrap around safe).  
which uses xchg() is racy, and needs to be fixed.

Oleg could you confirm that quick analysis.

Thanks,  
Eric

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Containers mailing list

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<https://lists.osdl.org/mailman/listinfo/containers>

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