

---

Subject: Re: [PATCH] vt: Make vt\_pid a struct pid (making it pid wrap around safe).  
Posted by [Oleg Nesterov](#) on Mon, 11 Sep 2006 15:12:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On 09/10, Eric W. Biederman wrote:

>

> 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.

Yes, I think so.

Oleg.

---

Containers mailing list

[Containers@lists.osdl.org](mailto:Containers@lists.osdl.org)

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

---