
Subject: Re: [RFC][PATCH] Pass struct pid * to copy_process()
Posted by [Cedric Le Goater](#) on Tue, 16 Jan 2007 14:02:29 GMT
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Sukadev Bhattiprolu wrote:

> Modify copy_process() to take a struct pid * parameter instead of a pid_t.
> This simplifies the code a bit and also avoids having to call find_pid()
> to convert the pid_t to a struct pid.

>

> From: Sukadev Bhattiprolu <sukadev@us.ibm.com>

>

> Signed-off-by: Sukadev Bhattiprolu <sukadev@us.ibm.com>

> Cc: Cedric Le Goater <clg@fr.ibm.com>

> Cc: Dave Hansen <haveblue@us.ibm.com>

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> Cc: Eric Biederman <ebiederm@xmission.com>

> Cc: containers@lists.osdl.org

> ---

> kernel/fork.c | 46 ++++++-----

> 1 files changed, 23 insertions(+), 23 deletions(-)

>

> Index: lx26-20-rc2-mm1/kernel/fork.c

> =====

> --- lx26-20-rc2-mm1.orig/kernel/fork.c 2007-01-15 18:05:50.079031592 -0800

> +++ lx26-20-rc2-mm1/kernel/fork.c 2007-01-15 18:31:40.984258160 -0800

> @@ -954,8 +954,9 @@ static struct task_struct *copy_process(
> unsigned long stack_size,
> int __user *parent_tidptr,
> int __user *child_tidptr,
> - int pid)
> + struct pid *spid)
> {
> + int nr = pid_nr(spid);
> int retval;
> struct task_struct *p = NULL;
>
> @@ -1021,7 +1022,7 @@ static struct task_struct *copy_process(
> p->did_exec = 0;
> delayacct_tsk_init(p); /* Must remain after dup_task_struct() */
> copy_flags(clone_flags, p);
> - p->pid = pid;
> + p->pid = nr;

very minor improvement, you could get rid of nr and just say :

p->pid = pid_nr(spid);

C.

Containers mailing list

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