Subject: [PATCH 2/5][GFS2] Cleanup explicit check for mandatory locks
Posted by Pavel Emelianov on Mon, 17 Sep 2007 07:52:08 GMT
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The __mandatory_lock(inode) function makes the same check, but
makes the code more readable.

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 fs/gfs2/ops_file.c | 4 ++--
 1 files changed, 2 insertions(+), 2 deletions(-)

```
diff --git a/fs/gfs2/ops_file.c b/fs/gfs2/ops_file.c
index 94d76ac..28773ca 100644
--- a/fs/gfs2/ops_file.c
+++ b/fs/gfs2/ops_file.c
@@ -535,7 +535,7 @@ static int gfs2_lock(struct file *file,

  if (!(fl->fl_flags & FL_POSIX))
   return -ENOLCK;
- if ((ip->i_inode.i_mode & (S_ISGID | S_IXGRP)) == S_ISGID)
+ if (__mandatory_lock(&ip->i_inode))
   return -ENOLCK;

  if (sdp->sd_args.ar_localflocks) {
@@ -637,7 +637,7 @@ static int gfs2_flock(struct file *file,

  if (!(fl->fl_flags & FL_FLOCK))
   return -ENOLCK;
- if ((ip->i_inode.i_mode & (S_ISGID | S_IXGRP)) == S_ISGID)
+ if (__mandatory_lock(&ip->i_inode))
   return -ENOLCK;

  if (sdp->sd_args.ar_localflocks)
```