Subject: [PATCH 08/15] sysfs: Make sysfs_mount static once again.
Posted by ebiederm on Fri, 04 Jul 2008 01:14:36 GMT
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Accessing the internal sysfs_mount is error prone in the context
of multiple super blocks, and nothing needs it. Not even the
sysfs crash debugging patch (although it did in an earlier version).

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
---
 fs/sysfs/mount.c | 2 +-
 fs/sysfs/sysfs.h | 1 -
 2 files changed, 1 insertions(+), 2 deletions(-)

diff --git a/fs/sysfs/mount.c b/fs/sysfs/mount.c
index c812cc4..99974f0 100644
--- a/fs/sysfs/mount.c
+++ b/fs/sysfs/mount.c
@@ -22,7 +22,7 @@
 /* Random magic number */
 #define SYSFS_MAGIC 0x62656572

-struct vfsmount *sysfs_mount;
+static struct vfsmount *sysfs_mount;
 struct super_block * sysfs_sb = NULL;
 struct kmem_cache *sysfs_dir_cachep;

diff --git a/fs/sysfs/sysfs.h b/fs/sysfs/sysfs.h
index 5ee5d0a..33b3c73 100644
--- a/fs/sysfs/sysfs.h
+++ b/fs/sysfs/sysfs.h
@@ -97,7 +97,6 @@ struct sysfs_super_info {
 extern struct sysfs_dirent sysfs_root;
 extern struct super_block *sysfs_sb;
 extern struct kmem_cache *sysfs_dir_cachep;
-extern struct vfsmount *sysfs_mount;
 extern struct file_system_type sysfs_fs_type;

 void sysfs_grab_supers(void);
--
1.5.3.rc6.17.g1911

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