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Subject: [PATCH v7 05/10] ipc: add new MSG\_SET command for sys\_msgctl() call  
Posted by [Stanislav Kinsbursky](#) on Thu, 18 Oct 2012 10:23:01 GMT

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New MSG\_SET command will be interpreted exactly as IPC\_SET, but also will update key, cuid and cgid values. IOW, it allows to change existent key value. The fact, that key is not used is checked before update. Otherwise -EEXIST is returned.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

```
---  
include/uapi/linux/msg.h | 1 +  
ipc/compat.c             | 1 +  
ipc/msg.c                | 14 ++++++++  
security/selinux/hooks.c | 1 +  
security/smack/smack_lsm.c | 1 +  
5 files changed, 16 insertions(+), 2 deletions(-)
```

```
diff --git a/include/uapi/linux/msg.h b/include/uapi/linux/msg.h
```

```
index 78dbd2f..76999c9 100644
```

```
--- a/include/uapi/linux/msg.h
```

```
+++ b/include/uapi/linux/msg.h
```

```
@@ -6,6 +6,7 @@
```

```
/* ipcctl commands */
```

```
#define MSG_STAT 11
```

```
#define MSG_INFO 12
```

```
+#define MSG_SET 13
```

```
/* msgrcv options */
```

```
#define MSG_NOERROR 010000 /* no error if message is too big */
```

```
diff --git a/ipc/compat.c b/ipc/compat.c
```

```
index 35c750d..9c70f9a 100644
```

```
--- a/ipc/compat.c
```

```
+++ b/ipc/compat.c
```

```
@@ -483,6 +483,7 @@ long compat_sys_msgctl(int first, int second, void __user *uptr)  
    break;
```

```
case IPC_SET:
```

```
+ case MSG_SET:
```

```
    if (version == IPC_64) {
```

```
        err = get_compat_msgid64(&m64, uptr);
```

```
    } else {
```

```
diff --git a/ipc/msg.c b/ipc/msg.c
```

```
index 2f44946..3c13b99 100644
```

```
--- a/ipc/msg.c
```

```
+++ b/ipc/msg.c
```

```
@@ -392,6 +392,9 @@ copy_msgid_from_user(struct msgid64_ds *out, void __user *buf, int  
version)
```

```

out->msg_perm.uid      = tbuf_old.msg_perm.uid;
out->msg_perm.gid      = tbuf_old.msg_perm.gid;
out->msg_perm.mode     = tbuf_old.msg_perm.mode;
+ out->msg_perm.cuid = tbuf_old.msg_perm.cuid;
+ out->msg_perm.cgid = tbuf_old.msg_perm.cgid;
+ out->msg_perm.key = tbuf_old.msg_perm.key;

if (tbuf_old.msg_qbytes == 0)
    out->msg_qbytes = tbuf_old.msg_lqbytes;
@@ -418,12 +421,13 @@ static int msgctl_down(struct ipc_namespace *ns, int msqid, int cmd,
    struct msg_queue *msq;
    int err;

- if (cmd == IPC_SET) {
+ if (cmd == IPC_SET || cmd == MSG_SET) {
    if (copy_msqid_from_user(&msqid64, buf, version))
        return -EFAULT;
    }

- ipcpc = ipcctl_pre_down(ns, &msg_ids(ns), msqid, cmd,
+ ipcpc = ipcctl_pre_down(ns, &msg_ids(ns), msqid,
+     (cmd != MSG_SET) ? cmd : IPC_SET,
+     &msqid64.msg_perm, msqid64.msg_qbytes);
    if (IS_ERR(ipcpc))
        return PTR_ERR(ipcpc);
@@ -438,6 +442,11 @@ static int msgctl_down(struct ipc_namespace *ns, int msqid, int cmd,
    case IPC_RMID:
        freeque(ns, ipcpc);
        goto out_up;
+ case MSG_SET:
+     err = ipc_update_key(&msg_ids(ns), &msqid64.msg_perm, ipcpc);
+     if (err)
+         break;
+     /* fall through */
    case IPC_SET:
        if (msqid64.msg_qbytes > ns->msg_ctlmnb &&
            !capable(CAP_SYS_RESOURCE)) {
@@ -569,6 +578,7 @@ SYSCALL_DEFINE3(msgctl, int, msqid, int, cmd, struct msqid_ds __user
*, buf)
    }
    case IPC_SET:
    case IPC_RMID:
+ case MSG_SET:
    err = msgctl_down(ns, msqid, cmd, buf, version);
    return err;
    default:
diff --git a/security/selinux/hooks.c b/security/selinux/hooks.c
index 62b2447..78b77ac 100644

```

```
--- a/security/selinux/hooks.c
+++ b/security/selinux/hooks.c
@@ -4885,6 +4885,7 @@ static int selinux_msg_queue_msgctl(struct msg_queue *msq, int cmd)
    perms = MSGQ__GETATTR | MSGQ__ASSOCIATE;
    break;
    case IPC_SET:
+ case MSG_SET:
    perms = MSGQ__SETATTR;
    break;
    case IPC_RMID:
diff --git a/security/smack/smack_lsm.c b/security/smack/smack_lsm.c
index c7eabc9..d51a8da 100644
--- a/security/smack/smack_lsm.c
+++ b/security/smack/smack_lsm.c
@@ -2374,6 +2374,7 @@ static int smack_msg_queue_msgctl(struct msg_queue *msq, int cmd)
    may = MAY_READ;
    break;
    case IPC_SET:
+ case MSG_SET:
    case IPC_RMID:
    may = MAY_READWRITE;
    break;
```

---