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Subject: [PATCH 2/5][GFS2] Use macro instead of explicit check for mandatory locks

Posted by [Pavel Emelianov](#) on Wed, 12 Sep 2007 11:20:43 GMT

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The `__MANDATORY_LOCK(inode)` macro makes the same check, but makes the code more readable.

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Cc: Steven Whitehouse <swhiteho@redhat.com>

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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..7e814f4 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)
```

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