

## 7 messages

Cc: Zhouyang Jia <jiazhouyang09@gmail.com>, Jaroslav Kysela <perex@perex.cz>, Takashi Iwai <tiwai@suse.com>, Bhumiika Goyal <bhumirks@gmail.com>, alsa-devel@alsa-project.org, linux-kernel@vger.kernel.org

Mon, Jun 11, 2018 at 4:08 AM

This patch adds error-handling code after calling `snd_ctl_add`.

```
diff --git a/sound/pci/sonicvibes.c b/sound/pci/sonicvibes.c
index a8abb15..57cb77a 100644
--- a/sound/pci/sonicvibes.c
+++ b/sound/pci/sonicvibes.c
@@@ -1188,6 +1188,7 @@@ SONICVIBES_SINGLE("Joystick Speed", 0, SV_IREG_GAME_PORT, 1, 15, 0);
static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)
{
    struct gameport *gp;
    int err;

    sonic->gameport = gp = gameport_allocate_port();
    if (!gp) {
@@@ -1203,7 +1204,10 @@@ static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)
    gameport_register_port(gp);

-    snd_ctl_add(sonic->card, snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    err = snd_ctl_add(sonic->card,
+        snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    if (err < 0)
+        return err;

    return 0;
}
--
2.7.4
```

To: Zhouyang Jia <jiazhouyang09@gmail.com>

Cc: [alsa-devel@alsa-project.org](mailto:alsa-devel@alsa-project.org), Bhumika Goyal <[bhumirks@gmail.com](mailto:bhumirks@gmail.com)>, Jaroslav Kysela <[perex@perex.cz](mailto:perex@perex.cz)>, [linux-kernel@vger.kernel.org](mailto:linux-kernel@vger.kernel.org)

Mon, Jun 11, 2018 at 9:26 AM

On Mon, 11 Jun 2018 10:08:40 +0200,  
Zhouyang Jia wrote:

- >
- > When snd\_ctl\_add fails, the lack of error-handling code may
- > cause unexpected results.
- >
- > This patch adds error-handling code after calling snd\_ctl\_add.
- >
- > Signed-off-by: Zhouyang Jia <jiazhouyang09@gmail.com>

I postpone this one because the change won't give anything as is although this change itself is correct. If you look at the code closely, the caller of `snd_sonicvibes_create_gameport()` ignores the return value. So we need to fix two places.

thanks,  
Takashi

To: Takashi Iwai <tiwai@suse.de>

Cc: alsa-devel@alsa-project.org, Bhumika Goyal <bhumirks@gmail.com>, Jaroslav Kysela <perex@perex.cz>, linux-kernel@vger.kernel.org

Thu, Jun 14, 2018 at 12:33 AM

Hi,

I'll fix this in v2. Thanks for your kind reply.

Best,  
Zhouyang  
[Quoted text hidden]

Cc: Zhouyang Jia <jiazhouyang09@gmail.com>, Jaroslav Kysela <perex@perex.cz>, Takashi Iwai <tiwai@suse.com>, Bhumika Goyal <bhumirks@gmail.com>, alsa-devel@alsa-project.org, linux-kernel@vger.kernel.org

Thu, Jun 14, 2018 at 7:22 AM

This patch adds error-handling code after calling `snd_ctl_add`.

```
diff --git a/sound/pci/sonicvibes.c b/sound/pci/sonicvibes.c
index a8abb15..75225b04 100644
--- a/sound/pci/sonicvibes.c
+++ b/sound/pci/sonicvibes.c
@@ -1188,6 +1188,7 @@ @S@ SONICVIBES_SINGLE("Joystick Speed", 0, SV_IREG_GAME_PORT, 1, 15, 0);
static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)
{
+ struct gameport *gp;
+ int err;

    sonic->gameport = gp = gameport_allocate_port();
    if (!gp) {
@@ -1203,7 +1204,10 @@ @@ -1203,7 +1204,10 @@ static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)

    gameport_register_port(gp);

-    snd_ctl_add(sonic->card, snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    err = snd_ctl_add(sonic->card,
+        snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    if (err < 0)
+        return err;

    return 0;
}
@@ -1515,7 +1519,10 @@ @@ -1515,7 +1519,10 @@ static int snd_sonic_probe(struct pci_dev *pci,
    return err;
}

-    snd_sonicvibes_create_gameport(sonic);
+    if ((err = snd_sonicvibes_create_gameport(sonic)) < 0) {
+        snd_card_free(card);
+        return err;
+    }

    if ((err = snd_card_register(card)) < 0) {
        snd_card_free(card);
    }
}

--
2.7.4
```

To: Zhouyang Jia <jiazhouyang09@gmail.com>

Cc: [alsa-devel@alsa-project.org](mailto:alsa-devel@alsa-project.org), Bhumika Goyal <[bhumirks@gmail.com](mailto:bhumirks@gmail.com)>, Jaroslav Kysela <[perex@perex.cz](mailto:perex@perex.cz)>, [linux-kernel@vger.kernel.org](mailto:linux-kernel@vger.kernel.org)

Thu, Jun 14, 2018 at 7:30 AM

[Quoted text hidden]  
You don't need to inherit the old-fashioned style "if ((err = xxx)" in a new code. Check what [checkpatch.pl](#) complains.

thanks,  
Takashi

Cc: Zhouyang Jia <jiazhouyang09@gmail.com>, Jaroslav Kysela <perex@perex.cz>, Takashi Iwai <tiwai@suse.com>, Bhumika Goyal <bhumirks@gmail.com>, alsa-devel@alsa-project.org, linux-kernel@vger.kernel.org

Thu, Jun 14, 2018 at 7:41 AM

When `snd_ctl_add` fails, the lack of error-handling code may cause unexpected results.

This patch adds error-handling code after calling snd\_ctl\_add.

Signed-off-by: Zhouyang Jia <jiazhouyang09@gmail.com>

v1->v2:  
- Check the return value of snd\_sonicvibes\_create\_gameport.  
v2->v3:  
- Fix the code style.

sound/pci/sonicvibes.c | 12 ++++++  
1 file changed, 10 insertions(+), 2 deletions(-)

```
diff --git a/sound/pci/sonicvibes.c b/sound/pci/sonicvibes.c
index a8abb15..7fbd570 100644
--- a/sound/pci/sonicvibes.c
+++ b/sound/pci/sonicvibes.c
@@ -1188,6 +1188,7 @@ SONICVIBES_SINGLE("Joystick Speed", 0, SV_IREG_GAME_PORT, 1, 15, 0);
static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)
{
    struct gameport *gp;
+    int err;

    sonic->gameport = gp = gameport_allocate_port();
    if (!gp) {
@@ -1203,7 +1204,10 @@ static int snd_sonicvibes_create_gameport(struct sonicvibes *sonic)

    gameport_register_port(gp);

-    snd_ctl_add(sonic->card, snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    err = snd_ctl_add(sonic->card,
+    snd_ctl_new1(&snd_sonicvibes_game_control, sonic));
+    if (err < 0)
+        return err;

    return 0;
}
@@ -1515,7 +1519,11 @@ static int snd_sonic_probe(struct pci_dev *pci_dev,
    return err;
}

-    snd_sonicvibes_create_gameport(sonic);
+    err = snd_sonicvibes_create_gameport(sonic);
+    if (err < 0) {
+        snd_card_free(card);
+        return err;
+    }
}
```

[Quoted text hidden]

Takashi Iwai <tiwai@suse.de>  
To: Zhouyang Jia <jiazhouyang09@gmail.com>  
Cc: alsa-devel@alsa-project.org, Bhumika Goyal <bhumirks@gmail.com>, Jaroslav Kysela <perex@perex.cz>, linux-kernel@vger.kernel.org

On Thu, 14 Jun 2018 13:41:37 +0200,  
Zhouyang Jia wrote:  
>  
> When snd\_ctl\_add fails, the lack of error-handling code may  
> cause unexpected results.  
>  
> This patch adds error-handling code after calling snd\_ctl\_add.  
>  
> Signed-off-by: Zhouyang Jia <jiazhouyang09@gmail.com>  
> ---  
> v1->v2:  
> - Check the return value of snd\_sonicvibes\_create\_gameport.  
> v2->v3:  
> - Fix the code style.

Applied, thanks.

Takashi

Thu, Jun 14, 2018 at 12:00 PM