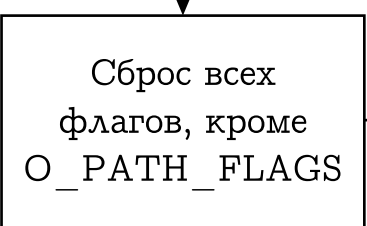


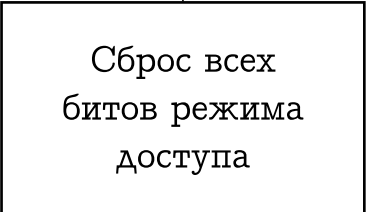
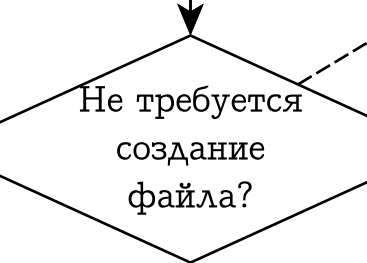
```
inline struct open_how build_open_how(  
int flags, umode_t mode)
```

```
.flags = flags & VALID_OPEN_FLAGS
```

```
.mode = mode & S_IALLUGO
```



```
O_PATH_FLAGS = (O_DIRECTORY |  
O_NOFOLLOW | O_PATH |  
O_CLOEXEC)
```



```
!(flags & (O_CREAT | __O_TMPFILE))
```

