

Re: vgone() calling VOP_CLOSE() -> blocked threads?

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To be honest, I'm not completely sure how to solve this issue, though I know it should at least do something similar to this:

– The device driver should have a separate routine (d_revoke) to wake up any blocked threads, to make sure they leave the device driver properly.

It's already there, it's called d_purge().

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Poul-Henning Kamp | UNIX since Zilog Zeus 3.20
phk@xxxxxxxxxxxx | TCP/IP since RFC 956
FreeBSD committer | BSD since 4.3-tahoe
Never attribute to malice what can adequately be explained by incompetence.

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