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**********************************************************
   43693 Thu Jul 11 07:10:46 2019
new/usr/src/common/smbios/smb_info.c
11416 smbios_info_slot_peers() gets NULL check wrong
**********************************************************
```

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 */

/*
 * SMBIOS Information Routines
 *
 * The routines in this file are used to convert from the SMBIOS data format to
 * a more reasonable and stable set of structures offered as part of our ABI.
 * These functions take the general form:
 *
 *      stp = smb_lookup_type(shp, foo);
 *      smb_foo_t foo;
 *
 *      smb_info_bcopy(stp->smbst_hdr, &foo, sizeof (foo));
 *      bzero(caller's struct);
 *
 *      copy/convert foo members into caller's struct
 *
 * We copy the internal structure on to an automatic variable so as to avoid
 * checks everywhere for structures that the BIOS has improperly truncated, and
 * also to automatically handle the case of a structure that has been extended.
 * When necessary, this code can use smb_gteq() to determine whether the SMBIOS
 * data is of a particular revision that is supposed to contain a new field.
 *
 * Note, when trying to bzero the caller's struct you have to be careful about
 * versions. One can only bzero the initial version that existed in illumos. In
 * other words, if someone passes an older library handle that doesn't support a
 * version you cannot assume that their structures have those additional members
 * in them. Instead, a 'base' version is introduced for such types that have
 * differences and instead we only bzero out the base version and then handle
 * the additional members. In general, because all additional members will be
 * assigned, there's no reason to zero them out unless they are arrays that
 * won't be entirely filled in.
 *
 * Due to history, anything added after the update from version 2.4, in other
```



```
 * words additions from or after '5094 Update libsmbios with recent items'
 * (4e901881) is currently being used for this. While we don't allow software
 * compiling against this to get an older form, this was the first major update
 * and a good starting point for us to enforce this behavior which is useful for
 * moving forward to making this more public.
 */

#include <sys/smbios_impl.h>
#include <sys/byteorder.h>
#include <sys/debug.h>

#ifdef _KERNEL
#include <sys/sunddi.h>
#else
#include <fcntl.h>
#include <unistd.h>
#include <string.h>
#endif

/*
 * A large number of SMBIOS structures contain a set of common strings used to
 * describe a h/w component's serial number, manufacturer, etc.  These fields
 * helpfully have different names and offsets and sometimes aren't consistent.
 * To simplify life for our clients, we factor these common things out into
 * smbios_info_t, which can be retrieved for any structure.  The following
 * table describes the mapping from a given structure to the smbios_info_t.
 * Multiple SMBIOS stuctures' contained objects are also handled here.
 */
static const struct smb_infospec {
        uint8_t is_type;                /* structure type */
        uint8_t is_manu;                /* manufacturer offset */
        uint8_t is_product;             /* product name offset */
        uint8_t is_version;             /* version offset */
        uint8_t is_serial;              /* serial number offset */
        uint8_t is_asset;               /* asset tag offset */
        uint8_t is_location;            /* location string offset */
        uint8_t is_part;                /* part number offset */
        uint8_t is_contc;               /* contained count */
        uint8_t is_contsz;              /* contained size */
        uint8_t is_contv;               /* contained objects */
} _smb_infospecs[] = {
_____unchanged_portion_omitted_

int
smbios_info_slot_peers(smbios_hdl_t *shp, id_t id, uint_t *npeers,
    smbios_slot_peer_t **peerp)
{
        const smb_struct_t *stp = smb_lookup_id(shp, id);
        const smb_slot_t *slotp;
        const smb_slot_t *slotp = (const smb_slot_t *)stp->smbst_hdr;
        smbios_slot_peer_t *peer;
        size_t minlen;
        uint_t i;

        if (stp == NULL)
                return (-1); /* errno is set for us */

        slotp = (const smb_slot_t *)stp->smbst_hdr;

        if (stp->smbst_hdr->smbh_type != SMB_TYPE_SLOT)
                return (smb_set_errno(shp, ESMB_TYPE));

        if (stp->smbst_hdr->smbh_len <= offsetof(smb_slot_t, smbsl_npeers) ||
            slotp->smbsl_npeers == 0) {
                *npeers = 0;
                *peerp = NULL;
```

```
718                 return (0);
719         }

721         /*
722          * Make sure that the size of the structure makes sense for the number
723          * of peers reported.
724          */
725         minlen = slotp->smbsl_npeers * sizeof (smb_slot_peer_t) +
726             offsetof(smb_slot_t, smbsl_npeers);
727         if (stp->smbst_hdr->smbh_len < minlen) {
728                 return (smb_set_errno(shp, ESMB_SHORT));
729         }

731         if ((peer = smb_alloc(slotp->smbsl_npeers *
732             sizeof (smbios_slot_peer_t))) == NULL) {
733                 return (smb_set_errno(shp, ESMB_NOMEM));
734         }

736         for (i = 0; i < slotp->smbsl_npeers; i++) {
737                 peer[i].smblp_group = slotp->smbsl_peers[i].smbspb_group_no;
738                 peer[i].smblp_bus = slotp->smbsl_peers[i].smbspb_bus;
739                 peer[i].smblp_device = slotp->smbsl_peers[i].smbspb_df >> 3;
740                 peer[i].smblp_function = slotp->smbsl_peers[i].smbspb_df & 0x7;
741                 peer[i].smblp_data_width = slotp->smbsl_peers[i].smbspb_width;
742         }

744         *npeers = slotp->smbsl_npeers;
745         *peerp = peer;

747         return (0);
748 }
```

_____***unchanged_portion_omitted_***