
Subject: [PATCH 3/3] cpuid: switch to cpuid_on_cpu()
Posted by [Alexey Dobriyan](#) on Mon, 02 Apr 2007 11:33:29 GMT
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Now that cpuid_on_cpu() is in core, cpuid driver can be shrinked.

Signed-off-by: Alexey Dobriyan <adobriyan@sw.ru>

arch/i386/kernel/cpuid.c | 41 +-----
1 file changed, 1 insertion(+), 40 deletions(-)

--- a/arch/i386/kernel/cpuid.c

+++ b/arch/i386/kernel/cpuid.c

@@ -45,45 +45,6 @@ #include <asm/system.h>

static struct class *cpuid_class;

-#ifdef CONFIG_SMP

-

-struct cpuid_command {

- u32 reg;

- u32 *data;

-};

-

-static void cpuid_smp_cpuid(void *cmd_block)

-{

- struct cpuid_command *cmd = (struct cpuid_command *)cmd_block;

-

- cpuid(cmd->reg, &cmd->data[0], &cmd->data[1], &cmd->data[2],

- &cmd->data[3]);

-}

-

-static inline void do_cpuid(int cpu, u32 reg, u32 * data)

-{

- struct cpuid_command cmd;

-

- preempt_disable();

- if (cpu == smp_processor_id()) {

- cpuid(reg, &data[0], &data[1], &data[2], &data[3]);

- } else {

- cmd.reg = reg;

- cmd.data = data;

-

- smp_call_function_single(cpu, cpuid_smp_cpuid, &cmd, 1, 1);

- }

- preempt_enable();

-}

```

-#else /* ! CONFIG_SMP */
-
-static inline void do_cpuid(int cpu, u32 reg, u32 * data)
-{
- cpuid(reg, &data[0], &data[1], &data[2], &data[3]);
-}
-
-#endif /* ! CONFIG_SMP */
-
static loff_t cpuid_seek(struct file *file, loff_t offset, int orig)
{
    loff_t ret;
@@ -119,7 +80,7 @@ static ssize_t cpuid_read(struct file *f
    return -EINVAL; /* Invalid chunk size */

    for (; count; count -= 16) {
- do_cpuid(cpu, reg, data);
+ cpuid_on_cpu(cpu, reg, &data[0], &data[1], &data[2], &data[3]);
    if (copy_to_user(tmp, &data, 16))
        return -EFAULT;
    tmp += 16;

```
