
Posted by [dev](#) on Fri, 08 Jun 2007 08:25:05 GMT

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patch 1:

```
--- ./kernel/ve/veowner.c.ve2505 2007-06-07 12:43:15.000000000 +0400
+++ ./kernel/ve/veowner.c 2007-06-08 12:21:09.000000000 +0400
@@ -237,20 +237,6 @@ void init_ve_system(void)
```

```
    ve = get_ve0();

- /* Don't forget about idle tasks */
- write_lock_irqsave(&tasklist_lock, flags);
- for (i = 0; i < NR_CPUS; i++) {
-     tsk = idle_task(i);
-     if (tsk == NULL)
-         continue;
-
-     prepare_ve0_process(tsk);
- }
- do_each_thread_all(p, tsk) {
-     prepare_ve0_process(tsk);
- } while_each_thread_all(p, tsk);
- write_unlock_irqrestore(&tasklist_lock, flags);
-
    init_entry = child_reaper;
    ve->init_entry = init_entry;
    /* if ve_move_task to VE0 (e.g. in cpt code) *
```

patch2:

```
--- a/net/sunrpc/sched.c
+++ b/net/sunrpc/sched.c
@@ -996,12 +996,12 @@ fail:

void rpc_run_child(struct rpc_task *task, struct rpc_task *child, rpc_action func)
{
-     rpc_set_active(task);
+     rpc_set_active(child);

    spin_lock_bh(&childq.lock);
    /* N.B. Is it possible for the child to have already finished? */
    __rpc_sleep_on(&childq, task, func, NULL);
-     rpc_make_runnable(task);
+     rpc_make_runnable(child);
    spin_unlock_bh(&childq.lock);
```

}