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Subject: [PATCH] vt: Fix comments to not refer to kill\_proc  
Posted by [ebiederm](#) on Mon, 11 Dec 2006 13:05:18 GMT  
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The code has been fixed to use kill\_pid instead of kill\_proc  
fix the comments as well.

Signed-off-by: Eric W. Biederman <[ebiederm@xmission.com](mailto:ebiederm@xmission.com)>

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drivers/char/vt\_ioctl.c | 6 +++---  
1 files changed, 3 insertions(+), 3 deletions(-)

diff --git a/drivers/char/vt\_ioctl.c b/drivers/char/vt\_ioctl.c

index ac5d60e..311493e 100644

--- a/drivers/char/vt\_ioctl.c

+++ b/drivers/char/vt\_ioctl.c

@@ -1087,7 +1087,7 @@ static void complete\_change\_console(struct vc\_data \*vc)  
switch\_screen(vc);

/\*  
- \* This can't appear below a successful kill\_proc(). If it did,  
+ \* This can't appear below a successful kill\_pid(). If it did,  
\* then the \*blank\_screen operation could occur while X, having  
\* received acqsig, is waking up on another processor. This  
\* condition can lead to overlapping accesses to the VGA range  
@@ -1110,7 +1110,7 @@ static void complete\_change\_console(struct vc\_data \*vc)  
\*/  
if (vc->vt\_mode.mode == VT\_PROCESS) {  
/\*

- \* Send the signal as privileged - kill\_proc() will  
+ \* Send the signal as privileged - kill\_pid() will  
\* tell us if the process has gone or something else  
\* is awry  
\*/

@@ -1170,7 +1170,7 @@ void change\_console(struct vc\_data \*new\_vc)  
vc = vc\_cons[fg\_console].d;  
if (vc->vt\_mode.mode == VT\_PROCESS) {  
/\*

- \* Send the signal as privileged - kill\_proc() will  
+ \* Send the signal as privileged - kill\_pid() will  
\* tell us if the process has gone or something else  
\* is awry  
\*/

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1.4.4.1.g278f

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Containers mailing list

