
Subject: Re: [PATCH 25/59] sysctl: C99 convert arch/frv/kernel/pm.c

Posted by [Herbert Poetzl](#) on Mon, 22 Jan 2007 22:21:15 GMT

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On Wed, Jan 17, 2007 at 08:14:17PM +0300, Kirill Korotaev wrote:

> another small minor note.

>

> > From: Eric W. Biederman <ebiederm@xmission.com> - unquoted

> >

> > Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

> > ---

> > arch/frv/kernel/pm.c | 50 ++++++

> > 1 files changed, 43 insertions(+), 7 deletions(-)

> >

> > diff --git a/arch/frv/kernel/pm.c b/arch/frv/kernel/pm.c

> > index c1840d6..aa50333 100644

> > --- a/arch/frv/kernel/pm.c

> > +++ b/arch/frv/kernel/pm.c

> > @@ -401,17 +401,53 @@ static int cm_sysctl(ctl_table *table, int __user *name, int nlen,

> >

> > static struct ctl_table pm_table[] =

> > {

> > - {CTL_PM_SUSPEND, "suspend", NULL, 0, 0200, NULL, &sysctl_pm_do_suspend},

> > - {CTL_PM_CMODE, "cmode", &clock_cmode_current, sizeof(int), 0644, NULL,

> > &cmode_procctl, &cmode_sysctl, NULL},

> > - {CTL_PM_P0, "p0", &clock_p0_current, sizeof(int), 0644, NULL, &p0_procctl, &p0_sysctl,

> > NULL},

> > - {CTL_PM_CM, "cm", &clock_cm_current, sizeof(int), 0644, NULL, &cm_procctl, &cm_sysctl,

> > NULL},

> > - {0}

> > + {

> > + .ctl_name = CTL_PM_SUSPEND,

> > + .procname = "suspend",

> > + .data = NULL,

> > + .maxlen = 0,

> > + .mode = 0200,

> > + .proc_handler = &sysctl_pm_do_suspend,

> > + },

> > + {

> > + .ctl_name = CTL_PM_CMODE,

> > + .procname = "cmode",

> > + .data = &clock_cmode_current,

> > + .maxlen = sizeof(int),

> > + .mode = 0644,

> > + .proc_handler = &cmode_procctl,

> > + .strategy = &cmode_sysctl,

> > + },

> > + {

```

>> + .ctl_name = CTL_PM_P0,
>> + .procname = "p0",
>> + .data = &clock_p0_current,
>> + .maxlen = sizeof(int),
>> + .mode = 0644,
>> + .proc_handler = &p0_procctl,
>> + .strategy = &p0_sysctl,
>> + },
>> + {
>> + .ctl_name = CTL_PM_CM,
>> + .procname = "cm",
>> + .data = &clock_cm_current,
>> + .maxlen = sizeof(int),
>> + .mode = 0644,
>> + .proc_handler = &cm_procctl,
>> + .strategy = &cm_sysctl,
>> + },
>> + { .ctl_name = 0 }
> in next patch (26/59) you write just "{ }". .ctl_name = 0 not required here.

```

I'd prefer '{ 0 }' here, but I'm fine with the '{ .ctl_name = 0 }' too, just '{ }' seems confusing, and it actually might get misinterpreted too ..

best,
Herbert

```

>> };
>>
>> static struct ctl_table pm_dir_table[] =
>> {
>> - {CTL_PM, "pm", NULL, 0, 0555, pm_table},
>> - {0}
>> + {
>> + .ctl_name = CTL_PM,
>> + .procname = "pm",
>> + .mode = 0555,
>> + .child = pm_table,
>> + },
>> + { .ctl_name = 0 }
>> };
>>
>> /*
>
>

```

> Containers mailing list
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