
Subject: Re: [PATCH 2/2] Implement shadow directory support for device classes.
Posted by [Greg KH](#) on Wed, 24 Jan 2007 21:28:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, Jan 24, 2007 at 01:28:22PM -0700, Eric W. Biederman wrote:

> Greg KH <gregkh@suse.de> writes:

>

>> On Wed, Jan 24, 2007 at 12:37:19PM -0700, Eric W. Biederman wrote:

>>>

>>> Modify the device class code so that normal manipulations work
>>> in the presence of shadow directories. Some of the shadow directory
>>> support still needs to be implemented in the implementation of the
>>> class but these modifications are sufficient to make that simple.

>>

>> This is a nice idea, but I'm working to get rid of 'struct class_device'
>> from the tree. Network devices have already been converted, the patch
>> is in the -mm tree, I'm working on some firewire fixes before pushing it
>> to Linus.

>>

>> So, I think you want to do this work for 'struct device' too, as that is
>> what will be the real user of this code.

>

> Sure. That shouldn't be too hard.

>

> Is any of that work in Dave Millers' networking tree?

No, it's in my tree, and in -mm. It's all in one patch at:

[http://www.kernel.org/pub/linux/kernel/people/gregkh/gregkh-2.6/gregkh-01-driver/network-device
.patch](http://www.kernel.org/pub/linux/kernel/people/gregkh/gregkh-2.6/gregkh-01-driver/network-device.patch)

if you want to try it out.

Or you can try it with any of the subsystems that have already been
converted over to use the struct device code, like misc, mem, and many
others. Just look for the symlinks in /sys/class/CLASS_NAME/ instead of
real subdirectories.

So I'd really prefer to not apply this patch, and just do this kind of
work for 'struct device' instead.

The first one looks fine, I'll add it to my queue.

thanks,

greg k-h

Containers mailing list

Containers@lists.osdl.org

<https://lists.osdl.org/mailman/listinfo/containers>
