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Subject: Re: [PATCH] Use struct pid parameter in copy\_process()

Posted by [ebiederm](#) on Fri, 23 Feb 2007 06:40:58 GMT

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sukadev@us.ibm.com writes:

> From: Sukadev Bhattiprolu <sukadev@us.ibm.com>  
> Subject: [PATCH] Use struct pid parameter in copy\_process()  
>  
> Modify copy\_process() to take a struct pid \* parameter instead of a pid\_t.  
> This simplifies the code a bit and also avoids having to call find\_pid()  
> to convert the pid\_t to a struct pid.

I would recommend doing this in 2 steps:

- One patch to kill the likely(p->pid).
- And another to kill change the pid argument.

The indentation change makes it really hard to see what the change in pid argument buys.

This also needs to be part of the patchset that adds a dummy struct pid to init, to make the dependency clear.

Also given that you change the type there is no need to change the name of the pid parameter to copy process, and the spid name just looks strange.

Eric

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Containers mailing list

[Containers@lists.osdl.org](mailto:Containers@lists.osdl.org)

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

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