
Subject: Re: [-mm PATCH 1/8] Memory controller resource counters (v2)

Posted by [Dave Hansen](#) on Fri, 06 Jul 2007 21:10:05 GMT

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On Fri, 2007-07-06 at 14:03 -0700, Balbir Singh wrote:

```
>
> >> +ssize_t res_counter_read(struct res_counter *cnt, int member,
> >> +      const char __user *userbuf, size_t nbytes, loff_t
> *pos)
> >> +{
> >> +    unsigned long *val;
> >> +    char buf[64], *s;
> >> +
> >> +    s = buf;
> >> +    val = res_counter_member(cnt, member);
> >> +    s += sprintf(s, "%lu\n", *val);
> >> +    return simple_read_from_buffer((void __user *)userbuf, nbytes,
> >> +      pos, buf, s - buf);
> >> +}
> >
> > Why do we need that cast?
> >
>
> u mean the __user? If I remember correctly it's a attribute for
> sparse.
```

The userbuf is already __user. This just appears to be making a 'const char *' into a 'void *'. I wondered what the reason for that part is.

-- Dave

Containers mailing list

Containers@lists.linux-foundation.org

<https://lists.linux-foundation.org/mailman/listinfo/containers>
