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

Posted by [Balbir Singh](#) on Fri, 06 Jul 2007 21:24:00 GMT

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Dave Hansen wrote:

> 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.

>

Aah.. yes.. good point. I'll look into it.

> -- Dave

>

> --

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Warm Regards,

Balbir Singh

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