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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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