Subject: Re: Containers: css_put() dilemma
Posted by Paul Menage on Wed, 18 Jul 2007 23:15:38 GMT
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On 7/17/07, Balbir Singh <balbir@linux.vnet.ibm.com> wrote:
>
> Thinking out loud again, can we add can_destroy() callbacks?
>

What would the exact semantics of such a callback be?

Since for proper interaction with release agents we need the subsystem
to notify the framework when a subsystem object becomes releasable
(currently as part of css_put()), what would a can_destroy() callback
let you do that you couldn't do just by taking an extra css refcount
to prevent destruction and releasing that refcount to allow
destruction?

Paul

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Containers mailing list
Containers@lists.linux-foundation.org
https://lists.linux-foundation.org/mailman/listinfo/containers