
Subject: [PATCH] Use list_first_entry in locks_wake_up_blocks
Posted by [Pavel Emelianov](#) on Wed, 19 Sep 2007 12:44:07 GMT
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This routine deletes all the elements from the list with the "while (!list_empty())" loop, and we already have a list_first_entry() macro to help it look nicer :)

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
diff --git a/fs/locks.c b/fs/locks.c
index 746dc70..5fa072a 100644
--- a/fs/locks.c
+++ b/fs/locks.c
@@ -534,7 +534,9 @@ static void locks_insert_block(struct fi
 static void locks_wake_up_blocks(struct file_lock *blocker)
 {
     while (!list_empty(&blocker->fl_block)) {
- struct file_lock *waiter = list_entry(blocker->fl_block.next,
+ struct file_lock *waiter;
+
+ waiter = list_first_entry(&blocker->fl_block,
     struct file_lock, fl_block);
     __locks_delete_block(waiter);
     if (waiter->fl_lmops && waiter->fl_lmops->fl_notify)
```
