Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by Balbir Singh on Mon, 01 Oct 2007 14:14:40 GMT
View Forum Message <> Reply to Message

Pavel Emelyanov wrote:
> Balbir Singh wrote:
>>>>> + if ((buf[0] == '1') && !(s->flags & SLAB_NOTIFY)) {
>>>> Won't this code break if I pass 10 as input in buf?
>>> I don't care about this :) And no /sys/slab/<xxx>/ file does.
>>> It's the problem of a user if he pass some shit and doesn't
>>> see the notifications turned on/off ;)
>>>
>> Well, we don't want confused users? How does a user know what
>> is a valid value to pass? Are you saying that we don't need
>
> The rules are simple - 1 to turn them on and 0 to turn them off
> and nothing more. These values user sees when he "cat"s this file.
>

I think correct error reporting is critical, if the user sets
the value to 01 and that ends up disabling slab notifications,
the handling is wrong.

>> to care about user interface, if so I don't agree.
>
> That's the convention used in the /sys/slab/<x>/ files - the
> 1 means on the 0 means 0, all the others are not guaranteed :)
>

Is this documented somewhere or is this interpreted from looking
at the code of other file handlers?

--
 Warm Regards,
 Balbir Singh
 Linux Technology Center
 IBM, ISTL
_____
Containers mailing list
Containers@lists.linux-foundation.org
https://lists.linux-foundation.org/mailman/listinfo/containers