
Subject: [PATCH 3/3] Use the res_counter_populate in memory controller

Posted by [Pavel Emelianov](#) on Wed, 03 Oct 2007 10:59:40 GMT

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Note, that the controller code dealing with the cftype files for resource counters becomes much shorter and won't have to be changed in the future.

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```
diff --git a/mm/memcontrol.c b/mm/memcontrol.c
index 1b8bf24..d1b43bc 100644
--- a/mm/memcontrol.c
+++ b/mm/memcontrol.c
@@ -519,28 +519,14 @@ static ssize_t mem_control_type_read(str

static struct cftype mem_cgroup_files[] = {
{
- .name = "usage_in_bytes",
- .private = RES_USAGE,
- .read = mem_cgroup_read,
- },
- {
- .name = "limit_in_bytes",
- .private = RES_LIMIT,
- .write = mem_cgroup_write,
- .read = mem_cgroup_read,
- },
- {
- .name = "failcnt",
- .private = RES_FAILCNT,
- .read = mem_cgroup_read,
- },
- {
- .name = "control_type",
- .write = mem_control_type_write,
- .read = mem_control_type_read,
- },
- },
};

+static struct cftype mem_res_counter_files[RES_CFT_MAX];
+
static struct mem_cgroup init_mem_cgroup;

static struct cgroup_subsys_state *
@@ -574,6 +560,13 @@ static void mem_cgroup_destroy(struct cg
```

```
static int mem_cgroup_populate(struct cgroup_subsys *ss,
                               struct cgroup *cont)
{
+ int ret;
+
+ ret = res_counter_populate(ss, cont, mem_res_counter_files,
+ mem_cgroup_read, mem_cgroup_write);
+ if (ret)
+ return ret;
+
+ return cgroup_add_files(cont, ss, mem_cgroup_files,
+ ARRAY_SIZE(mem_cgroup_files));
}
```

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