Subject: [PATCH 1/3] Typedefs the read and write functions in cftype
Posted by Pavel Emelianov on Thu, 04 Oct 2007 09:18:55 GMT
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This is just to reduce the code amount in the future.

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```
diff --git a/include/linux/cgroup.h b/include/linux/cgroup.h
index 8747932..0635004 100644
--- a/include/linux/cgroup.h
+++ b/include/linux/cgroup.h
@@ -178,6 +178,15 @@ struct css_set {
  * - the 'cftype' of the file is file->f_dentry->d_fsdata
  */

+struct cftype;
+
+typedef ssize_t (*cft_read) (struct cgroup *cont, struct cftype *cft,
+    struct file *file,
+    char __user *buf, size_t nbytes, loff_t *ppos);
+typedef ssize_t (*cft_write) (struct cgroup *cont, struct cftype *cft,
+     struct file *file,
+     const char __user *buf, size_t nbytes, loff_t *ppos);
+
 #define MAX_CFTYPE_NAME 64
 struct cftype {
  /* By convention, the name should begin with the name of the
@@ -185,18 +194,14 @@ struct cftype {
  char name[MAX_CFTYPE_NAME];
  int private;
  int (*open) (struct inode *inode, struct file *file);
- ssize_t (*read) (struct cgroup *cont, struct cftype *cft,
-    struct file *file,
-    char __user *buf, size_t nbytes, loff_t *ppos);
+ cft_read read;
  /*
   * read_uint() is a shortcut for the common case of returning a
   * single integer. Use it in place of read()
   */
  u64 (*read_uint) (struct cgroup *cont, struct cftype *cft);
- ssize_t (*write) (struct cgroup *cont, struct cftype *cft,
-     struct file *file,
-     const char __user *buf, size_t nbytes, loff_t *ppos);

+ cft_write write;
```

```
/*
 * write_uint() is a shortcut for the common case of accepting
 * a single integer (as parsed by simple_strtoull) from
```

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