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Subject: [PATCH] proc: prototypes redux  
Posted by [Alexey Dobriyan](#) on Thu, 15 Nov 2007 16:13:50 GMT  
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Signed-off-by: Alexey Dobriyan <[adobriyan@sw.ru](mailto:adobriyan@sw.ru)>

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fs/proc/generic.c | 18 ++++++-----  
fs/proc/proc\_tty.c | 3 ---  
2 files changed, 6 insertions(+), 15 deletions(-)

--- a/fs/proc/generic.c  
+++ b/fs/proc/generic.c  
@@ -25,12 +25,6 @@

#include "internal.h"

-static ssize\_t proc\_file\_read(struct file \*file, char \_\_user \*buf,  
- size\_t nbytes, loff\_t \*ppos);  
-static ssize\_t proc\_file\_write(struct file \*file, const char \_\_user \*buffer,  
- size\_t count, loff\_t \*ppos);  
-static loff\_t proc\_file\_lseek(struct file \*, loff\_t, int);  
-

DEFINE\_SPINLOCK(proc\_subdir\_lock);

static int proc\_match(int len, const char \*name, struct proc\_dir\_entry \*de)  
@@ -40,12 +34,6 @@ static int proc\_match(int len, const char \*name, struct proc\_dir\_entry \*de)  
 return !memcmp(name, de->name, len);  
}

-static const struct file\_operations proc\_file\_operations = {  
- .llseek = proc\_file\_lseek,  
- .read = proc\_file\_read,  
- .write = proc\_file\_write,  
-};  
-

/\* buffer size is one page but our output routines use some slack for overruns \*/  
#define PROC\_BLOCK\_SIZE (PAGE\_SIZE - 1024)

@@ -233,6 +221,12 @@ proc\_file\_lseek(struct file \*file, loff\_t offset, int orig)  
 return retval;  
}

+static const struct file\_operations proc\_file\_operations = {  
+ .llseek = proc\_file\_lseek,  
+ .read = proc\_file\_read,  
+ .write = proc\_file\_write,  
+};

```

+
static int proc_notify_change(struct dentry *dentry, struct iattr *iattr)
{
    struct inode *inode = dentry->d_inode;
--- a/fs/proc/proc_tty.c
+++ b/fs/proc/proc_tty.c
@@ -15,9 +15,6 @@
#include <linux/seq_file.h>
#include <linux/bitops.h>

-static int tty_ldiscs_read_proc(char *page, char **start, off_t off,
-    int count, int *eof, void *data);
-
/*
 * The /proc/tty directory inodes...
 */

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