
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>

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...
 */

```
