
Subject: Re: [PATCH net-2.6.25] Name magic constants in sock_wake_async()
Posted by [Herbert Xu](#) on Mon, 26 Nov 2007 12:06:15 GMT

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On Fri, Nov 23, 2007 at 04:43:11PM +0300, Pavel Emelyanov wrote:

> The sock_wake_async() performs a bit different actions
> depending on "how" argument. Unfortunately this argument
> only has numerical magic values.
>
> I propose to give names to their constants to help people
> reading this function callers understand what's going on
> without looking into this function all the time.
>
> I suppose this is 2.6.25 material, but if it's not (or the
> naming seems poor/bad/awful), I can rework it against the
> current net-2.6 tree.
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

I like this but I admit I'm no good with names either :)

Patch applied to net-2.6.25. Thanks Pavel!

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