
Subject: [PATCH 2/4] pid: Make next_pidmap static again
Posted by [ebiederm](#) on Wed, 12 Dec 2007 13:50:49 GMT
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Now that we are using kill_pid_ns_info in zap_pid_ns_processes
the only user of next_pidmap is pid.c so we can make
next_pidmap static.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

```
include/linux/pid.h | 1 -
kernel/pid.c        | 2 +-
2 files changed, 1 insertions(+), 2 deletions(-)
```

```
diff --git a/include/linux/pid.h b/include/linux/pid.h
```

```
index e409cc5..b18c15c 100644
```

```
--- a/include/linux/pid.h
```

```
+++ b/include/linux/pid.h
```

```
@@ -118,7 +118,6 @@ extern struct pid *find_pid(int nr);
 */
```

```
extern struct pid *find_get_pid(int nr);
```

```
extern struct pid *find_get_pid(int nr, struct pid_namespace *);
```

```
-int next_pidmap(struct pid_namespace *pid_ns, int last);
```

```
extern struct pid *alloc_pid(struct pid_namespace *ns);
```

```
extern void FASTCALL(free_pid(struct pid *pid));
```

```
diff --git a/kernel/pid.c b/kernel/pid.c
```

```
index 294fc28..5a1f0d0 100644
```

```
--- a/kernel/pid.c
```

```
+++ b/kernel/pid.c
```

```
@@ -180,7 +180,7 @@ static int alloc_pidmap(struct pid_namespace *pid_ns)
    return -1;
}
```

```
-int next_pidmap(struct pid_namespace *pid_ns, int last)
```

```
+static int next_pidmap(struct pid_namespace *pid_ns, int last)
```

```
{
    int offset;
    struct pidmap *map, *end;
```

```
--
```

```
1.5.3.rc6.17.g1911
```

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