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Subject: Re: [PATCH][DOCUMENTATION] Minimal controller code for a quick start  
Posted by [Paul Menage](#) on Thu, 07 Feb 2008 20:45:18 GMT  
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On Feb 7, 2008 7:37 AM, Pavel Emelyanov <xemul@openvz.org> wrote:

> The Documentation/cgroups.txt file contains the info on how  
> to write some controller for cgroups subsystem, but even with  
> this, one need to write quite a lot of code before developing  
> the core (or copy-n-paste it from some other place).

Good idea.

```
> +
> +static ssize_t foo_bar_read(struct cgroup *cg, struct cftype *cft,
> +      struct file *file, char __user *userbuf,
> +      size_t nbytes, loff_t *ppos)
> +{
> +    struct foo_cgroup *foo;
> +
> +    foo = foo_from_cgroup(cg);
> +
> +    /*
> +     * produce some output
> +     */
> +
> +    return nbytes;
> +}
> +
> +static ssize_t foo_bar_write(struct cgroup *cg, struct cftype *cft,
> +      struct file *file, const char __user *userbuf,
> +      size_t nbytes, loff_t *ppos)
> +{
> +    struct foo_cgroup *foo;
> +
> +    foo = foo_from_cgroup(cg);
> +
> +    /*
> +     * read and tune the foo
> +     */
> +
> +    return nbytes;
> +}
> +
> +static struct cftype foo_files[] = {
> +    {
> +        .name = "bar",
> +        .read = foo_bar_read,
> +        .write = foo_bar_write,
```

```
> +    },  
> +};
```

Can you structure this example so as to encourage people to use the more formatted read/write routines, such as `read_int64` and `write_int64`?

```
> +  
> +static struct cgroup_subsys_state *foo_create(struct cgroup_subsys *cs,  
> +      struct cgroup *cg)  
> +{  
> +    struct foo_cgroup *foo;  
> +
```

Maybe add a comment here that mentions that if your cgroup needs very early initialization, you can check for `cg->parent` being `NULL`, and return a statically-constructed structure here. (And set `foo_subsys.early_init = 1`)

Paul

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Containers mailing list  
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<https://lists.linux-foundation.org/mailman/listinfo/containers>

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