
Subject: [PATCH 3/8] Defining the slab_memory_callback priority as a constant
Posted by [Nadia Derby](#) on Mon, 11 Feb 2008 14:16:49 GMT
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[PATCH 03/08]

This is a trivial patch that defines the priority of slab_memory_callback in the callback chain as a constant.

This is to prepare for next patch in the series.

Signed-off-by: Nadia Derby <Nadia.Derbey@bull.net>

include/linux/memory.h | 6 ++++++
mm/slub.c | 2 +-
2 files changed, 7 insertions(+), 1 deletion(-)

Index: linux-2.6.24-mm1/include/linux/memory.h

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--- linux-2.6.24-mm1.orig/include/linux/memory.h 2008-02-07 13:40:35.000000000 +0100
+++ linux-2.6.24-mm1/include/linux/memory.h 2008-02-07 17:10:07.000000000 +0100
@@ -53,6 +53,12 @@ struct memory_notify {
 struct notifier_block;
 struct mem_section;

+/ *
+ * Priorities for the hotplug memory callback routines (stored in decreasing
+ * order in the callback chain)
+ */
+ #define SLAB_CALLBACK_PRI 1
+
+ #ifndef CONFIG_MEMORY_HOTPLUG_SPARSE
+ static inline int memory_dev_init(void)
+ {

Index: linux-2.6.24-mm1/mm/slub.c

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--- linux-2.6.24-mm1.orig/mm/slub.c 2008-02-07 13:40:46.000000000 +0100
+++ linux-2.6.24-mm1/mm/slub.c 2008-02-07 17:16:09.000000000 +0100
@@ -3001,7 +3001,7 @@ void __init kmem_cache_init(void)
 kmalloc_caches[0].refcount = -1;
 caches++;

- hotplug_memory_notifier(slab_memory_callback, 1);
+ hotplug_memory_notifier(slab_memory_callback, SLAB_CALLBACK_PRI);
#endif

/* Able to allocate the per node structures */

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