
Subject: [RFC][PATCH 5/7] CGroup API: Use read_uint in memory controller
Posted by [Paul Menage](#) on Fri, 15 Feb 2008 20:44:23 GMT
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Update the memory controller to use read_uint for its limit/usage/failcnt control files, calling the new res_counter_read_uint() function. This allows the files to show up as u64 rather than string in the cgroup.api file.

Signed-off-by: Paul Menage <menage@google.com>

mm/memcontrol.c | 15 ++++++-----
1 file changed, 6 insertions(+), 9 deletions(-)

Index: cgroupmap-2.6.24-mm1/mm/memcontrol.c

```
=====
--- cgroupmap-2.6.24-mm1.orig/mm/memcontrol.c
+++ cgroupmap-2.6.24-mm1/mm/memcontrol.c
@@ -922,13 +922,10 @@ int mem_cgroup_write_strategy(char *buf,
     return 0;
 }

-static ssize_t mem_cgroup_read(struct cgroup *cont,
- struct cftype *cft, struct file *file,
- char __user *userbuf, size_t nbytes, loff_t *ppos)
+static u64 mem_cgroup_read(struct cgroup *cont, struct cftype *cft)
{
- return res_counter_read(&mem_cgroup_from_cont(cont)->res,
- cft->private, userbuf, nbytes, ppos,
- NULL);
+ return res_counter_read_uint(&mem_cgroup_from_cont(cont)->res,
+ cft->private);
}

static ssize_t mem_cgroup_write(struct cgroup *cont, struct cftype *cft,
@@ -1006,18 +1003,18 @@ static struct cftype mem_cgroup_files[]
{
    .name = "usage_in_bytes",
    .private = RES_USAGE,
- .read = mem_cgroup_read,
+ .read_uint = mem_cgroup_read,
},
{
    .name = "limit_in_bytes",
    .private = RES_LIMIT,
    .write = mem_cgroup_write,
- .read = mem_cgroup_read,
```

```
+ .read_uint = mem_cgroup_read,  
  },  
  {  
    .name = "failcnt",  
    .private = RES_FAILCNT,  
- .read = mem_cgroup_read,  
+ .read_uint = mem_cgroup_read,  
  },  
  {  
    .name = "force_empty",
```

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