
Subject: Re: [PATCH 5/7] cgroup: fix subsys bitops
Posted by [Paul Menage](#) on Wed, 20 Feb 2008 02:57:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Feb 17, 2008 9:49 PM, Li Zefan <lizf@cn.fujitsu.com> wrote:
> Cgroup uses unsigned long for subsys bitops, not unsigned long long.
>
> Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>

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

```
> ---  
> kernel/cgroup.c | 4 +++-  
> 1 files changed, 2 insertions(+), 2 deletions(-)  
>  
> diff --git a/kernel/cgroup.c b/kernel/cgroup.c  
> index aa76bbd..e8c8e58 100644  
> --- a/kernel/cgroup.c  
> +++ b/kernel/cgroup.c  
> @@ -320,7 +320,7 @@ static struct css_set *find_existing_css_set(  
>     /* Built the set of subsystem state objects that we want to  
>     * see in the new css_set */  
>     for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {  
> -         if (root->subsys_bits & (1ull << i)) {  
> +         if (root->subsys_bits & (1UL << i)) {  
>             /* Subsystem is in this hierarchy. So we want  
>             * the subsystem state from the new  
>             * cgroup */  
> @@ -696,7 +696,7 @@ static int rebind_subsystems(struct cgroupfs_root *root,  
>     added_bits = final_bits & ~root->actual_subsys_bits;  
>     /* Check that any added subsystems are currently free */  
>     for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {  
> -         unsigned long long bit = 1ull << i;  
> +         unsigned long bit = 1UL << i;  
>         struct cgroup_subsys *ss = subsys[i];  
>         if (!(bit & added_bits))  
>             continue;  
> --  
> 1.5.4.rc3  
>  
>
```

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