
Subject: [PATCH 03/10] CGroup API files: Use read_u64 in memory controller
Posted by [Paul Menage](#) on Sat, 23 Feb 2008 22:47:28 GMT

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Update the memory controller to use read_u64 for its limit/usage/failcnt control files, calling the new res_counter_read_u64() function.

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

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

Index: cgroup-2.6.25-rc2-mm1/mm/memcontrol.c

=====

--- cgroup-2.6.25-rc2-mm1.orig/mm/memcontrol.c

+++ cgroup-2.6.25-rc2-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_u64(&mem_cgroup_from_cont(cont)->res,  
+ cft->private);  
}
```

```
static ssize_t mem_cgroup_write(struct cgroup *cont, struct cftype *cft,  
@@ -1024,18 +1021,18 @@ static struct cftype mem_cgroup_files[]  
{  
    .name = "usage_in_bytes",  
    .private = RES_USAGE,  
- .read = mem_cgroup_read,  
+ .read_u64 = mem_cgroup_read,  
},  
{  
    .name = "limit_in_bytes",  
    .private = RES_LIMIT,  
    .write = mem_cgroup_write,  
- .read = mem_cgroup_read,  
+ .read_u64 = mem_cgroup_read,
```

```
},
{
  .name = "failcnt",
  .private = RES_FAILCNT,
- .read = mem_cgroup_read,
+ .read_u64 = mem_cgroup_read,
},
{
  .name = "force_empty",
```

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