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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