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Subject: Re: [PATCH] Add a 'trigger' callback on struct cftype.  
Posted by [Pavel Emelianov](#) on Tue, 11 Mar 2008 16:21:46 GMT  
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Paul Menage wrote:

> On Tue, Mar 11, 2008 at 9:13 AM, Pavel Emelyanov <xemul@openvz.org> wrote:

>> --- a/include/linux/cgroup.h

>> +++ b/include/linux/cgroup.h

>> @@ -243,7 +243,7 @@ struct cftype {

>>

>> \*/

>> int (\*write\_s64) (struct cgroup \*cgrp, struct cftype \*cft, s64 val);

>>

>> - void (\*trigger) (struct cgroup \*cgrp, unsigned int event);

>> + int (\*trigger) (struct cgroup \*cgrp, unsigned int event);

>

> To be more name-compatible with the other read\_X/write\_X functions,

> how about write\_void rather than trigger?

Because it's not a write actually, this is just some kick-up which came from the user space. And the fact, that it is triggered via the sys\_write is just a VFS-based API constraints. Besides, if we ever have a binary API with cgroups, this trigger can be triggered :) via some other system call, rather than write.

> Paul

>

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