
Subject: Re: [PATCH] Add a 'trigger' callback on struct cftype.
Posted by [Pavel Emelianov](#) on Thu, 13 Mar 2008 09:37:45 GMT
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Pavel Emelianov wrote:

> Paul Menage wrote:

>> On Tue, Mar 11, 2008 at 9:13 AM, Pavel Emelianov <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.

So, Paul, do you have any more objections to the patch? If no, I will
prepare the set for Andrew, all the more so, I noticed, that there's
no ability to reset the failcounter, which is required and can be easily
implemented with the triggers.

>> Paul

>>

>

>

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