## Subject: [PATCH 5/10] Bsdacct: make check timer accept an argument Posted by xemul on Thu, 10 Apr 2008 08:29:01 GMT

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We're going to have many bsd\_acct\_struct instances, not just one, so the timer (currently working with a global one) has to know which one to work with.

Use a handy setup\_timer macro for it (thanks to Oleg for one).

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
kernel/acct.c |
                9 ++++----
1 files changed, 5 insertions(+), 4 deletions(-)
diff --git a/kernel/acct.c b/kernel/acct.c
index d9ee183..05f8bc0 100644
--- a/kernel/acct.c
+++ b/kernel/acct.c
@@ -97,9 +97,10 @@ static struct bsd acct struct acct globals cacheline aligned =
 * Called whenever the timer says to check the free space.
-static void acct_timeout(unsigned long unused)
+static void acct_timeout(unsigned long x)
acct globals.needcheck = 1;
+ struct bsd acct struct *acct = (struct bsd acct struct *)x;
+ acct->needcheck = 1;
@ @ -193,8 +194,8 @ @ static void acct_file_reopen(struct file *file)
 acct_globals.needcheck = 0;
 acct globals.active = 1:
 /* It's been deleted if it was used before so this is safe */
init timer(&acct globals.timer);

    acct globals.timer.function = acct timeout;

+ setup timer(&acct globals.timer, acct timeout,
+ (unsigned long)&acct globals);
 acct_globals.timer.expires = jiffies + ACCT_TIMEOUT*HZ;
 add_timer(&acct_globals.timer);
 }
1.5.3.4
```

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