
Subject: Re: [RFC 2/4] memcg: high-low watermark
Posted by [yamamoto](#) on Tue, 27 May 2008 05:30:27 GMT
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```
> +enum res_state res_counter_state(struct res_counter *counter)
> +{
> + unsigned long flags;
> + enum res_state ret = RES_BELOW_LIMIT;
> +
> + spin_lock_irqsave(&counter->lock, flags);
> + if (counter->use_watermark) {
> + if (counter->usage <= counter->lwmark)
> + ret = RES_BELOW_LOW;
> + else if (counter->usage <= counter->hwmark)
> + ret = RES_BELOW_HIGH;
> + }
> + spin_unlock_irqrestore(&counter->lock, flags);
> + return ret;
> +}
```

can't it be RES_OVER_LIMIT?
eg. when you lower the limit.

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