
Subject: [PATCH 1/8] CGroup Files: Clean up whitespace in struct cftype
Posted by [Paul Menage](#) on Fri, 20 Jun 2008 23:43:59 GMT
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This patch removes some extraneous spaces from method declarations in struct cftype, to fit in with conventional kernel style.

Signed-off-by: Paul Menage <menage@google.com>

include/linux/cgroup.h | 32 ++++++-----
1 file changed, 16 insertions(+), 16 deletions(-)

Index: cws-2.6.26-rc5-mm3/include/linux/cgroup.h

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--- cws-2.6.26-rc5-mm3.orig/include/linux/cgroup.h

+++ cws-2.6.26-rc5-mm3/include/linux/cgroup.h

@@ -205,48 +205,48 @@ struct cftype {

 * subsystem, followed by a period */

 char name[MAX_CFTYPE_NAME];

 int private;

- int (*open) (struct inode *inode, struct file *file);

- ssize_t (*read) (struct cgroup *cgrp, struct cftype *cft,

- struct file *file,

- char __user *buf, size_t nbytes, loff_t *ppos);

+ int (*open)(struct inode *inode, struct file *file);

+ ssize_t (*read)(struct cgroup *cgrp, struct cftype *cft,

+ struct file *file,

+ char __user *buf, size_t nbytes, loff_t *ppos);

/*

 * read_u64() is a shortcut for the common case of returning a

 * single integer. Use it in place of read()

*/

- u64 (*read_u64) (struct cgroup *cgrp, struct cftype *cft);

+ u64 (*read_u64)(struct cgroup *cgrp, struct cftype *cft);

/*

 * read_s64() is a signed version of read_u64()

*/

- s64 (*read_s64) (struct cgroup *cgrp, struct cftype *cft);

+ s64 (*read_s64)(struct cgroup *cgrp, struct cftype *cft);

/*

 * read_map() is used for defining a map of key/value

 * pairs. It should call cb->fill(cb, key, value) for each

 * entry. The key/value pairs (and their ordering) should not

 * change between reboots.

*/

- int (*read_map) (struct cgroup *cont, struct cftype *cft,

- struct cgroup_map_cb *cb);

```

+ int (*read_map)(struct cgroup *cont, struct cftype *cft,
+ struct cgroup_map_cb *cb);
/*
 * read_seq_string() is used for outputting a simple sequence
 * using seqfile.
 */
- int (*read_seq_string) (struct cgroup *cont, struct cftype *cft,
- struct seq_file *m);
+ int (*read_seq_string)(struct cgroup *cont, struct cftype *cft,
+ struct seq_file *m);

- ssize_t (*write) (struct cgroup *cgrp, struct cftype *cft,
- struct file *file,
- const char __user *buf, size_t nbytes, loff_t *ppos);
+ ssize_t (*write)(struct cgroup *cgrp, struct cftype *cft,
+ struct file *file,
+ const char __user *buf, size_t nbytes, loff_t *ppos);

/*
 * write_u64() is a shortcut for the common case of accepting
 * a single integer (as parsed by simple_strtoul) from
 * userspace. Use in place of write(); return 0 or error.
 */
- int (*write_u64) (struct cgroup *cgrp, struct cftype *cft, u64 val);
+ int (*write_u64)(struct cgroup *cgrp, struct cftype *cft, u64 val);
/*
 * write_s64() is a signed version of write_u64()
 */
- int (*write_s64) (struct cgroup *cgrp, struct cftype *cft, s64 val);
+ int (*write_s64)(struct cgroup *cgrp, struct cftype *cft, s64 val);

/*
 * trigger() callback can be used to get some kick from the
@@ -256,7 +256,7 @@ struct cftype {
 */
int (*trigger)(struct cgroup *cgrp, unsigned int event);

- int (*release) (struct inode *inode, struct file *file);
+ int (*release)(struct inode *inode, struct file *file);
};

struct cgroup_scanner {

--

```