Subject: Re: [PATCH 12/15] driver core: Implement tagged directory support for device classes.

Posted by Tejun Heo on Fri, 04 Jul 2008 07:50:40 GMT

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Eric W. Biederman wrote:

- > This patch enables tagging on every class directory if struct class
- > has a tag\_type.

>

- > In addition device del and device rename were modified to uses
- > sysfs\_delete\_link and sysfs\_rename\_link respectively to ensure
- > when these operations happen on devices whose classes have
- > tag\_ops that they work properly.

>

- > Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
- > Signed-off-by: Benjamin Thery <benjamin.thery@bull.net>

Okay, I went through the users this time but I still think determine-tags-by-callbacks is a bad idea. Please just add const void \*tag to kobject and set it during initialization. If you want to move a device from one tag to another, implement kobject\_rename\_tagged(kobj, new\_name, new\_tag).

The determine-tag-by-callback basically multiplexes basic functions to do tag-specific things which are determined by ktype callback called back from down the layer. It's simply a bad interface. Those operations become something else depending on how those callbacks behave. That's unnecessarily subtle. Advertising what it's gonna do in the function name and as arguments is way more straight forward and it's not like determining or renaming tags should be done asynchronously.

I personally think it would be better to make tags explicit in the mount interface too but if extracting ns information from the mounting process is what's currently being done, well...

I'm sorry but Nacked-by: Tejun Heo <tj@kernel.org>

Thanks.	
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tejun	
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