
Subject: [PATCH] make clone_children a flag
Posted by [Glauber Costa](#) on Sun, 11 Dec 2011 14:45:35 GMT
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There is no reason to have a flags field, and then a separate bool field just to indicate if the clone_children flag is set.
Make it a flag

Signed-off-by: Glauber Costa <glommer@parallels.com>

kernel/cgroup.c | 6 +++---
1 files changed, 3 insertions(+), 3 deletions(-)

diff --git a/kernel/cgroup.c b/kernel/cgroup.c
index e4b9d3c..fa405ee 100644

--- a/kernel/cgroup.c

+++ b/kernel/cgroup.c

@@ -231,6 +231,7 @@ inline int cgroup_is_removed(const struct cgroup *cgrp)
/* bits in struct cgroupfs_root flags field */

enum {

ROOT_NOPREFIX, /* mounted subsystems have no named prefix */

+ ROOT_CLONE_CHILDREN, /* mounted subsystems starts with clone_children */
};

static int cgroup_is_releasable(const struct cgroup *cgrp)

@@ -1062,7 +1063,6 @@ struct cgroup_sb_opts {

unsigned long subsys_bits;

unsigned long flags;

char *release_agent;

- bool clone_children;

char *name;

/* User explicitly requested empty subsystem */

bool none;

@@ -1113,7 +1113,7 @@ static int parse_cgroupfs_options(char *data, struct cgroup_sb_opts
*opts)

continue;

}

if (!strcmp(token, "clone_children")) {

- opts->clone_children = true;

+ set_bit(ROOT_CLONE_CHILDREN, &opts->flags);

continue;

}

if (!strncmp(token, "release_agent=", 14)) {

@@ -1400,7 +1400,7 @@ static struct cgroupfs_root *cgroup_root_from_opts(struct
cgroup_sb_opts *opts)

strcpy(root->release_agent_path, opts->release_agent);

if (opts->name)

strcpy(root->name, opts->name);

```
- if (opts->clone_children)
+ if (test_bit(ROOT_CLONE_CHILDREN, &opts->flags))
    set_bit(CGRP_CLONE_CHILDREN, &root->top_cgroup.flags);
return root;
}
--
1.7.6.4
```
