
Subject: [PATCH 2/2] Extract and use wake_up_klogd()
Posted by [adobriyan](#) on Thu, 18 Jan 2007 11:12:14 GMT
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From: Kirill Korotaev <dev@sw.ru>

Remove hack with printing space to wake up klogd.
Use explicit wake_up_klogd().

See earlier discussion

http://groups.google.com/group/fa.linux.kernel/browse_frm/thread/75f496668409f58d/1a8f28983a51e1ff?lnk=st&q=wake_up_klogd+group%3Afa.linux.kernel&rnum=2#1a8f28983a51e1ff

Signed-off-by: Alexey Dobriyan <adobriyan@openvz.org>

```
include/linux/kernel.h | 1 +
kernel/printk.c        | 10 ++++++---
lib/bust_spinlocks.c   | 10 +-----
3 files changed, 10 insertions(+), 11 deletions(-)
```

```
--- a/include/linux/kernel.h
+++ b/include/linux/kernel.h
@@ -176,6 +176,7 @@ static inline void console_verbose(void)
 }
```

```
extern void bust_spinlocks(int yes);
+extern void wake_up_klogd(void);
extern int oops_in_progress; /* If set, an oops, panic(), BUG() or die() is in progress */
extern int panic_timeout;
extern int panic_on_oops;
```

```
--- a/kernel/printk.c
+++ b/kernel/printk.c
@@ -783,6 +783,12 @@ int is_console_locked(void)
     return console_locked;
 }
```

```
+void wake_up_klogd(void)
+{
+ if (!oops_in_progress && waitqueue_active(&log_wait))
+ wake_up_interruptible(&log_wait);
+}
+
+/**
+ * release_console_sem - unlock the console system
+ *
@@ -825,8 +831,8 @@ void release_console_sem(void)
```

```

console_locked = 0;
up(&console_sem);
spin_unlock_irqrestore(&logbuf_lock, flags);
- if (wake_klogd && !oops_in_progress && waitqueue_active(&log_wait))
- wake_up_interruptible(&log_wait);
+ if (wake_klogd)
+ wake_up_klogd();
}
EXPORT_SYMBOL(release_console_sem);

```

```

--- a/lib/bust_spinlocks.c
+++ b/lib/bust_spinlocks.c
@@ -19,19 +19,11 @@ void __attribute__((weak)) bust_spinlock
if (yes) {
oops_in_progress = 1;
} else {
- int loglevel_save = console_loglevel;
#ifdef CONFIG_VT
unblank_screen();
#endif
oops_in_progress = 0;
- /*
-  * OK, the message is on the console. Now we call printk()
-  * without oops_in_progress set so that printk() will give klogd
-  * and the blanked console a poke. Hold onto your hats...
-  */
- console_loglevel = 15; /* NMI oopser may have shut the console up */
- printk(" ");
- console_loglevel = loglevel_save;
+ wake_up_klogd();
}
}

```
