
Subject: dm: struct io_restriction reordered
Posted by [vaverin](#) on Mon, 29 Oct 2007 06:31:52 GMT
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it saves some bytes memory

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```
--- a/include/linux/device-mapper.h
+++ b/include/linux/device-mapper.h
@@ -110,12 +110,12 @@ struct target_type {
};

struct io_restrictions {
+ unsigned long seg_boundary_mask;
  unsigned int max_sectors;
+ unsigned int max_segment_size;
  unsigned short max_phys_segments;
  unsigned short max_hw_segments;
  unsigned short hardsect_size;
- unsigned int max_segment_size;
- unsigned long seg_boundary_mask;
  unsigned char no_cluster; /* inverted so that 0 is default */
};
```
