Subject: [PATCH 3/8] Defining the slab_memory_callback priority as a constant
Posted by Nadia Derbey on Mon, 11 Feb 2008 14:16:49 GMT
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[PATCH 03/08]

This is a trivial patch that defines the priority of slab_memory_callback in
the callback chain as a constant.
This is to prepare for next patch in the series.

Signed-off-by: Nadia Derbey <Nadia.Derbey@bull.net>

---
 include/linux/memory.h | 6 ++++++
 mm/slub.c | 2 +-
 2 files changed, 7 insertions(+), 1 deletion(-)

Index: linux-2.6.24-mm1/include/linux/memory.h
===
--- linux-2.6.24-mm1.orig/include/linux/memory.h 2008-02-07 13:40:35.000000000 +0100
+++ linux-2.6.24-mm1/include/linux/memory.h 2008-02-07 17:10:07.000000000 +0100
@@ -53,6 +53,12 @@ struct memory_notify {
 struct notifier_block;
 struct mem_section;

+/*
+ * Priorities for the hotplug memory callback routines (stored in decreasing
+ * order in the callback chain)
+ */
+#define SLAB_CALLBACK_PRI   1
+
 #ifndef CONFIG_MEMORY_HOTPLUG_SPARSE
 static inline int memory_dev_init(void)
 {
Index: linux-2.6.24-mm1/mm/slub.c
===
--- linux-2.6.24-mm1.orig/mm/slub.c 2008-02-07 13:40:46.000000000 +0100
+++ linux-2.6.24-mm1/mm/slub.c 2008-02-07 17:16:09.000000000 +0100
@@ -3001,7 +3001,7 @@ void __init kmem_cache_init(void)
   kmalloc_caches[0].refcount = -1;
   caches++;

- hotplug_memory_notifier(slab_memory_callback, 1);
+ hotplug_memory_notifier(slab_memory_callback, SLAB_CALLBACK_PRI);
 #endif

   /* Able to allocate the per node structures */

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