
Subject: [PATCH 1/3] res_counter: introduce res_counter_write_u64()

Posted by [Li Zefan](#) on Tue, 11 Mar 2008 10:08:39 GMT

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This function can be used to assign the value of a resource counter member.

Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>

```
include/linux/res_counter.h | 9 ++++++---
kernel/res_counter.c        | 9 ++++++++
2 files changed, 15 insertions(+), 3 deletions(-)
```

```
diff --git a/include/linux/res_counter.h b/include/linux/res_counter.h
```

```
index 8cb1ecd..8c23f7f 100644
```

```
--- a/include/linux/res_counter.h
```

```
+++ b/include/linux/res_counter.h
```

```
@@ -41,9 +41,10 @@ struct res_counter {
```

```
/**
```

```
 * Helpers to interact with userspace
```

```
- * res_counter_read_u64() - returns the value of the specified member.
```

```
- * res_counter_read/_write - put/get the specified fields from the
```

```
- * res_counter struct to/from the user
```

```
+ * res_counter_read_64/_write_u64 - returns/assigns the value of the
```

```
+ * specified member
```

```
+ * res_counter_read/_write - puts/gets the specified fields from the
```

```
+ * res_counter struct to/from the user
```

```
 *
```

```
 * @counter: the counter in question
```

```
 * @member: the field to work with (see RES_xxx below)
```

```
@@ -53,6 +54,8 @@ struct res_counter {
```

```
*/
```

```
u64 res_counter_read_u64(struct res_counter *counter, int member);
```

```
+void res_counter_write_u64(struct res_counter *counter, int member,
```

```
+ unsigned long long val);
```

```
ssize_t res_counter_read(struct res_counter *counter, int member,
```

```
const char __user *buf, size_t nbytes, loff_t *pos,
```

```
diff --git a/kernel/res_counter.c b/kernel/res_counter.c
```

```
index 791ff2b..a16b727 100644
```

```
--- a/kernel/res_counter.c
```

```
+++ b/kernel/res_counter.c
```

```
@@ -97,6 +97,15 @@ u64 res_counter_read_u64(struct res_counter *counter, int member)
```

```
return *res_counter_member(counter, member);
```

```
}
```

```
+void res_counter_write_u64(struct res_counter *counter, int member,
```



```

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> @@ -53,6 +54,8 @@ struct res_counter {
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> u64 res_counter_read_u64(struct res_counter *counter, int member);
> +void res_counter_write_u64(struct res_counter *counter, int member,
> + unsigned long long val);
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> ssize_t res_counter_read(struct res_counter *counter, int member,
> const char __user *buf, size_t nbytes, loff_t *pos,
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> @@ -97,6 +97,15 @@ u64 res_counter_read_u64(struct res_counter *counter, int member)
> return *res_counter_member(counter, member);
> }
>
> +void res_counter_write_u64(struct res_counter *counter, int member,
> + unsigned long long val)
> +{
> + unsigned long long *tmp;
> +
> + tmp = res_counter_member(counter, member);
> + *tmp = val;
> +}
> +
> ssize_t res_counter_write(struct res_counter *counter, int member,
> const char __user *userbuf, size_t nbytes, loff_t *pos,
> int (*write_strategy)(char *st_buf, unsigned long long *val))
> --
> 1.5.4.rc3
>
> --
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```

>

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<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: Re: [PATCH 1/3] res_counter: introduce res_counter_write_u64()
Posted by [Li Zefan](#) on Thu, 13 Mar 2008 23:34:49 GMT
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KAMEZAWA Hiroyuki wrote:

> On Tue, 11 Mar 2008 19:08:39 +0900

> Li Zefan <lizf@cn.fujitsu.com> wrote:

>

>> This function can be used to assign the value of a resource counter member.

>>

> Why don't you make this function to do the same work as res_counter_write() ?

>

You mean to deal with write strategy? We don't need that complexity. If it does the same work as res_counter_write(), it's just a redundant function. ;)

But I forgot to take res_counter->lock ...

> Thanks,

> -Kame

>

>

>> Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>

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>> +    unsigned long long val)
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>> +    unsigned long long *tmp;
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>> ssize_t res_counter_write(struct res_counter *counter, int member,
>>     const char __user *userbuf, size_t nbytes, loff_t *pos,
>>     int (*write_strategy)(char *st_buf, unsigned long long *val))
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>>
>
>
>

```

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