Subject: [PATCH 3/3] cpuid: switch to cpuid_on_cpu()
Posted by Alexey Dobriyan on Mon, 02 Apr 2007 11:33:29 GMT
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Now that cpuid_on_cpu() is in core, cpuid driver can be shrinked.

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---

 arch/i386/kernel/cpuid.c | 41 +--
 1 file changed, 1 insertion(+), 40 deletions(-)

--- a/arch/i386/kernel/cpuid.c
+++ b/arch/i386/kernel/cpuid.c
@@ -45,45 +45,6 @@ #include <asm/system.h>

 static struct class *cpuid_class;

-#ifdef CONFIG_SMP
-
-struct cpuid_command {
- u32 reg;
- u32 *data;
-};
-
-static void cpuid_smp_cpuid(void *cmd_block)
-{
- struct cpuid_command *cmd = (struct cpuid_command *)cmd_block;
-
- cpuid(cmd->reg, &cmd->data[0], &cmd->data[1], &cmd->data[2],
-       &cmd->data[3]);
-}
-
-static inline void do_cpuid(int cpu, u32 reg, u32 * data)
-{
- struct cpuid_command cmd;
-
- preempt_disable();
- if (cpu == smp_processor_id()) {
- cpuid(reg, &data[0], &data[1], &data[2], &data[3]);
- } else {
- cmd.reg = reg;
- cmd.data = data;
-
- smp_call_function_single(cpu, cpuid_smp_cpuid, &cmd, 1, 1);
- }
- preempt_enable();
-}

```
-#else    /* ! CONFIG_SMP */
-
-static inline void do_cpuid(int cpu, u32 reg, u32 * data)
-{
- cpuid(reg, &data[0], &data[1], &data[2], &data[3]);
-}
-
-#endif    /* ! CONFIG_SMP */
-
 static loff_t cpuid_seek(struct file *file, loff_t offset, int orig)
 {
  loff_t ret;
@@ -119,7 +80,7 @@ static ssize_t cpuid_read(struct file *f
   return -EINVAL; /* Invalid chunk size */

  for (; count; count -= 16) {
-  do_cpuid(cpu, reg, data);
+  cpuid_on_cpu(cpu, reg, &data[0], &data[1], &data[2], &data[3]);
   if (copy_to_user(tmp, &data, 16))
    return -EFAULT;
   tmp += 16;
```