
Subject: [PATCH 1/5] kobject: Comment and warning fixes to kobject.c

Posted by [ebiederm](#) on Fri, 06 Apr 2007 16:47:11 GMT

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This dots some i's and crosses some t's after left over from when
kobject_kset_add_dir was built from kobject_add_dir.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

lib/kobject.c | 13 ++++++++---

1 files changed, 10 insertions(+), 3 deletions(-)

diff --git a/lib/kobject.c b/lib/kobject.c

index f664551..09cb276 100644

--- a/lib/kobject.c

+++ b/lib/kobject.c

@@ -488,7 +488,7 @@ static struct kobj_type dir_ktype = {
};

/**

- * kobject__kset_add_dir - add sub directory of object.

+ * kobject_kset_add_dir - add sub directory of object.

* @kset: kset the directory is belongs to.

* @parent: object in which a directory is created.

* @name: directory name.

@@ -514,8 +514,8 @@ struct kobject *kobject_kset_add_dir(struct kset *kset,
kobject_set_name(k, name);

ret = kobject_register(k);

if (ret < 0) {

- printk(KERN_WARNING "kobject_add_dir: "

- "kobject_register error: %d\n", ret);

+ printk(KERN_WARNING "%s: kobject_register error: %d\n",

+ __func__, ret);

kobject_del(k);

return NULL;

}

@@ -523,6 +523,13 @@ struct kobject *kobject_kset_add_dir(struct kset *kset,
return k;

}

+/**

+ * kobject_add_dir - add sub directory of object.

+ * @parent: object in which a directory is created.

+ * @name: directory name.

+ *

+ * Add a plain directory object as child of given object.

+ */

struct kobject *kobject_add_dir(struct kobject *parent, const char *name)

```
{  
    return kobject_kset_add_dir(NULL, parent, name);  
--  
1.5.0.g53756
```

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