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Subject: Re: [-mm PATCH 1/8] Memory controller resource counters (v2)

Posted by [Balbir Singh](#) on Fri, 06 Jul 2007 21:24:00 GMT

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Dave Hansen wrote:

> On Fri, 2007-07-06 at 14:03 -0700, Balbir Singh wrote:

```
>>>> +ssize_t res_counter_read(struct res_counter *cnt, int member,
>>>> +      const char __user *userbuf, size_t nbytes, loff_t
>> *pos)
>>>> +{
>>>> +  unsigned long *val;
>>>> +  char buf[64], *s;
>>>> +
>>>> +  s = buf;
>>>> +  val = res_counter_member(cnt, member);
>>>> +  s += sprintf(s, "%lu\n", *val);
>>>> +  return simple_read_from_buffer((void __user *)userbuf, nbytes,
>>>> +      pos, buf, s - buf);
>>>> +}
>>> Why do we need that cast?
>>>
>> u mean the __user? If I remember correctly it's a attribute for
>> sparse.
>
> The userbuf is already __user. This just appears to be making a 'const
> char *' into a 'void *'. I wondered what the reason for that part is.
>
```

Aah.. yes.. good point. I'll look into it.

> -- Dave

>

> --

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Warm Regards,  
Balbir Singh  
Linux Technology Center  
IBM, ISTL

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