
Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by [Pavel Emelianov](#) on Mon, 01 Oct 2007 13:45:46 GMT
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Balbir Singh wrote:

```
>>>> + if ((buf[0] == '1') && !(s->flags & SLAB_NOTIFY)) {  
>>> Won't this code break if I pass 10 as input in buf?  
>> I don't care about this :) And no /sys/slab/<xxx>/ file does.  
>> It's the problem of a user if he pass some shit and doesn't  
>> see the notifications turned on/off ;)  
>>  
>  
> Well, we don't want confused users? How does a user know what  
> is a valid value to pass? Are you saying that we don't need
```

The rules are simple - 1 to turn them on and 0 to turn them off
and nothing more. These values user sees when he "cat"s this file.

> to care about user interface, if so I don't agree.

That's the convention used in the /sys/slab/<x>/ files - the
1 means on the 0 means 0, all the others are not guaranteed :)

Thanks,
Pavel
