Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by Pavel Emelianov on Mon, 01 Oct 2007 15:45:39 GMT
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Balbir Singh wrote:
> Pavel Emelyanov wrote:
>> 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.
>>
>
> I think correct error reporting is critical, if the user sets
> the value to 01 and that ends up disabling slab notifications,
> the handling is wrong.

This is true for all the /sys/slab/<x>/ files...

>>> 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 :)
>>
>
> Is this documented somewhere or is this interpreted from looking
> at the code of other file handlers?

I didn't notice this in any Documentation. Maybe Christoph can
clarify this question.

_____
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