
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.

Containers mailing list

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