Subject: [PATCH 5/7] cgroup: fix subsys bitops
Posted by Li Zefan on Mon, 18 Feb 2008 05:49:54 GMT
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Cgroup uses unsigned long for subsys bitops, not unsigned long long.

Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>
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 kernel/cgroup.c | 4 ++--
 1 files changed, 2 insertions(+), 2 deletions(-)

```
diff --git a/kernel/cgroup.c b/kernel/cgroup.c
index aa76bbd..e8c8e58 100644
--- a/kernel/cgroup.c
+++ b/kernel/cgroup.c
@@ -320,7 +320,7 @@ static struct css_set *find_existing_css_set(
  /* Built the set of subsystem state objects that we want to
   * see in the new css_set */
  for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
-  if (root->subsys_bits & (1ull << i)) {
+  if (root->subsys_bits & (1UL << i)) {
    /* Subsystem is in this hierarchy. So we want
     * the subsystem state from the new
     * cgroup */
@@ -696,7 +696,7 @@ static int rebind_subsystems(struct cgroupfs_root *root,
  added_bits = final_bits & ~root->actual_subsys_bits;
  /* Check that any added subsystems are currently free */
  for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
-  unsigned long long bit = 1ull << i;
+  unsigned long bit = 1UL << i;
   struct cgroup_subsys *ss = subsys[i];
   if (!(bit & added_bits))
    continue;
--
1.5.4.rc3
```

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