Subject: [PATCH 2/2] Extract and use wake_up_klogd()
Posted by adobriyan on Thu, 18 Jan 2007 11:12:14 GMT
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From: Kirill Korotaev <dev@sw.ru>

Remove hack with printing space to wake up klogd.
Use explicit wake_up_klogd().

See earlier discussion
 http://groups.google.com/group/fa.linux.kernel/browse_frm/th
read/75f496668409f58d/1a8f28983a51e1ff?lnk=st&q=wake_up_
klogd+group%3Afa.linux.kernel&rnum=2#1a8f28983a51e1ff

Signed-off-by: Alexey Dobriyan <adobriyan@openvz.org>
---

 include/linux/kernel.h | 1 +
 kernel/printk.c | 10 +++++++++-
 lib/bust_spinlocks.c | 10 +---------
 3 files changed, 10 insertions(+), 11 deletions(-)

```
--- a/include/linux/kernel.h
+++ b/include/linux/kernel.h
@@ -176,6 +176,7 @@ static inline void console_verbose(void)
 }

 extern void bust_spinlocks(int yes);
+extern void wake_up_klogd(void);
 extern int oops_in_progress;  /* If set, an oops, panic(), BUG() or die() is in progress */
 extern int panic_timeout;
 extern int panic_on_oops;
--- a/kernel/printk.c
+++ b/kernel/printk.c
@@ -783,6 +783,12 @@ int is_console_locked(void)
  return console_locked;
 }

+void wake_up_klogd(void)
+{
+ if (!oops_in_progress && waitqueue_active(&log_wait))
+  wake_up_interruptible(&log_wait);
+}
+
 /**
  * release_console_sem - unlock the console system
  *
@@ -825,8 +831,8 @@ void release_console_sem(void)
```

```
  console_locked = 0;
  up(&console_sem);
  spin_unlock_irqrestore(&logbuf_lock, flags);
- if (wake_klogd && !oops_in_progress && waitqueue_active(&log_wait))
-  wake_up_interruptible(&log_wait);
+ if (wake_klogd)
+  wake_up_klogd();
 }
 EXPORT_SYMBOL(release_console_sem);

--- a/lib/bust_spinlocks.c
+++ b/lib/bust_spinlocks.c
@@ -19,19 +19,11 @@ void __attribute__((weak)) bust_spinlock
  if (yes) {
   oops_in_progress = 1;
  } else {
-  int loglevel_save = console_loglevel;
 #ifdef CONFIG_VT
   unblank_screen();
 #endif
   oops_in_progress = 0;
-  /*
-   * OK, the message is on the console.  Now we call printk()
-   * without oops_in_progress set so that printk() will give klogd
-   * and the blanked console a poke.  Hold onto your hats...
-   */
-  console_loglevel = 15;  /* NMI oopser may have shut the console up */
-  printk(" ");
-  console_loglevel = loglevel_save;
+  wake_up_klogd();
  }
 }
```