Subject: [PATCH] Use list_first_entry in locks_wake_up_blocks
Posted by Pavel Emelianov on Wed, 19 Sep 2007 12:44:07 GMT
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This routine deletes all the elements from the list
with the "while (!list_empty())" loop, and we already
have a list_first_entry() macro to help it look nicer :)

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
diff --git a/fs/locks.c b/fs/locks.c
index 746dc70..5fa072a 100644
--- a/fs/locks.c
+++ b/fs/locks.c
@@ -534,7 +534,9 @@ static void locks_insert_block(struct fi
 static void locks_wake_up_blocks(struct file_lock *blocker)
 {
  while (!list_empty(&blocker->fl_block)) {
-  struct file_lock *waiter = list_entry(blocker->fl_block.next,
+  struct file_lock *waiter;
+
+  waiter = list_first_entry(&blocker->fl_block,
      struct file_lock, fl_block);
   __locks_delete_block(waiter);
   if (waiter->fl_lmops && waiter->fl_lmops->fl_notify)
```

Subject: Re: [PATCH] Use list_first_entry in locks_wake_up_blocks
Posted by bfields on Wed, 19 Sep 2007 19:22:12 GMT
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On Wed, Sep 19, 2007 at 04:44:07PM +0400, Pavel Emelyanov wrote:
> This routine deletes all the elements from the list
> with the "while (!list_empty())" loop, and we already
> have a list_first_entry() macro to help it look nicer :)

OK.

--b.

>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
>
> ---
>
> diff --git a/fs/locks.c b/fs/locks.c

> index 746dc70..5fa072a 100644
> --- a/fs/locks.c
> +++ b/fs/locks.c
> @@ -534,7 +534,9 @@ static void locks_insert_block(struct fi
> static void locks_wake_up_blocks(struct file_lock *blocker)
> {
>   while (!list_empty(&blocker->fl_block)) {
> - struct file_lock *waiter = list_entry(blocker->fl_block.next,
> + struct file_lock *waiter;
> +
> + waiter = list_first_entry(&blocker->fl_block,
>   struct file_lock, fl_block);
>   __locks_delete_block(waiter);
>   if (waiter->fl_lmops && waiter->fl_lmops->fl_notify)
