

drm – first steps towards 64-bit correctness..

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Date: Sat, 31 Jul 2004 10:13:19 +0100 (IST)
To: linux-kernel@vger.kernel.org

Hi,

As a first step towards sorting getting the DRM into shape for proper use on 32/64-bit systems, I'd like to sort out all the type definitions in drivers/char/drm/drm.h, this file is also included in userspace and BSD builds...

After reading the thread "32/64bit issues in ioctl struct passing" on dri-devel, I'm still not 100% sure what we need to do, I just know we to do something sooner rather than later!! we are getting more and more 32/64-bit users everyday....

While avoiding breakage of current users is "a good thing" I'm not sure it overrides "getting it right", at the moment mixed 32/64-bit is broken for most cards anyways... I'd like to try and not break pure-32 or pure-64 bit setups alright but I think pure-64 bit might take some collateral damage :-(..

I've looked across the SuSE patch[1] for 64-bit, but it looks like it will add complexity and making future maintenance nightmareish...

We do need to sort this out ASAP, and I also would like to say I'm probably not the best person to do the work, I've no non-32bit hardware to test this stuff on, I've little 32/64 mixed environment experience, everytime I think I've grasped the issues I dig a bit further :-), though I also believe this is the single biggest issue with the DRM currently (as the maintainer..)

Regards,
Dave.

[1] <http://marc.theaimsgroup.com/?l=dri-devel&m=109040871011904&w=2>

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