

[2.6 patch] QNX4 cleanups

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-10/10043.html>

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To: al@alarsen.net

The patch below does the following cleanups in the QNX4 fs:

- remove two unused global functions
- make some functions static

diffstat output:

```
fs/qnx4/bitmap.c | 58 -----  
fs/qnx4/inode.c | 6 +++-  
include/linux/qnx4_fs.h | 4 --  
3 files changed, 4 insertions(+), 64 deletions(-)
```

Signed-off-by: Adrian Bunk <bunk@stusta.de>

```
--- linux-2.6.10-rc1-mm2-full/include/linux/qnx4_fs.h.old 2004-10-30 14:53:54.000000000 +0200  
+++ linux-2.6.10-rc1-mm2-full/include/linux/qnx4_fs.h 2004-10-30 15:01:34.000000000 +0200  
@@ -114,15 +114,12 @@
```

```
extern unsigned long qnx4_count_free_blocks(struct super_block *sb);  
extern unsigned long qnx4_block_map(struct inode *inode, long iblock);
```

```
-extern struct buffer_head *qnx4_getblk(struct inode *, int, int);  
extern struct buffer_head *qnx4_bread(struct inode *, int, int);
```

```
extern struct inode_operations qnx4_file_inode_operations;  
extern struct inode_operations qnx4_dir_inode_operations;  
extern struct file_operations qnx4_file_operations;  
extern struct file_operations qnx4_dir_operations;  
-extern int qnx4_is_free(struct super_block *sb, long block);  
-extern int qnx4_set_bitmap(struct super_block *sb, long block, int busy);  
extern int qnx4_create(struct inode *inode, struct dentry *dentry, int mode, struct nameidata *nd);  
extern void qnx4_truncate(struct inode *inode);  
extern void qnx4_free_inode(struct inode *inode);
```

```
@@ -130,7 +127,6 @@
```

```
extern int qnx4_rmdir(struct inode *dir, struct dentry *dentry);  
extern int qnx4_sync_file(struct file *file, struct dentry *dentry, int);  
extern int qnx4_sync_inode(struct inode *inode);  
-extern int qnx4_get_block(struct inode *inode, sector_t iblock, struct buffer_head *bh, int create);
```

```
static inline struct qnx4_sb_info *qnx4_sb(struct super_block *sb)
```

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```
{
--- linux-2.6.10-rc1-mm2-full/fs/qnx4/inode.c.old 2004-10-30 14:58:16.000000000 +0200
+++ linux-2.6.10-rc1-mm2-full/fs/qnx4/inode.c 2004-10-30 15:01:28.000000000 +0200
@@ -162,7 +162,7 @@
     return 0;
}

-struct buffer_head *qnx4_getblk(struct inode *inode, int nr,
+static struct buffer_head *qnx4_getblk(struct inode *inode, int nr,
                                   int create)
{
    struct buffer_head *result = NULL;
@@ -212,7 +212,7 @@
    return NULL;
}

-int qnx4_get_block( struct inode *inode, sector_t iblock, struct buffer_head *bh, int create )
+static int qnx4_get_block( struct inode *inode, sector_t iblock, struct buffer_head *bh, int create )
{
    unsigned long phys;

@@ -447,7 +447,7 @@
{
    return generic_block_bmap(mapping,block,qnx4_get_block);
}

-struct address_space_operations qnx4_aops = {
+static struct address_space_operations qnx4_aops = {
    .readpage = qnx4_readpage,
    .writepage = qnx4_writepage,
    .sync_page = block_sync_page,
--- linux-2.6.10-rc1-mm2-full/fs/qnx4/bitmap.c.old 2004-10-30 14:49:21.000000000 +0200
+++ linux-2.6.10-rc1-mm2-full/fs/qnx4/bitmap.c 2004-10-30 14:57:34.000000000 +0200
@@ -28,7 +28,7 @@
    return 0;
}

-void count_bits(register const char *bmPart, register int size,
+static void count_bits(register const char *bmPart, register int size,
                      int *const tf)
{
    char b;
@@ -85,62 +85,6 @@

#ifdef CONFIG_QNX4FS_RW

-int qnx4_is_free(struct super_block *sb, long block)
-{
- int start = le32_to_cpu(qnx4_sb(sb)->BitMap->di_first_xtnt.xtnt_blk) - 1;
- int size = le32_to_cpu(qnx4_sb(sb)->BitMap->di_size);
- struct buffer_head *bh;
- const char *g;

```

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```

- int ret = -EIO;
-
- start += block / (QNX4_BLOCK_SIZE * 8);
- QNX4DEBUG(("qnx4: is_free requesting block [%lu], bitmap in block [%lu]\n",
- (unsigned long) block, (unsigned long) start));
- (void) size; /* CHECKME */
- bh = sb_bread(sb, start);
- if (bh == NULL) {
- return -EIO;
- }
- g = bh->b_data + (block % QNX4_BLOCK_SIZE);
- if (((*g) & (1 << (block % 8))) == 0) {
- QNX4DEBUG(("qnx4: is_free -> block is free\n"));
- ret = 1;
- } else {
- QNX4DEBUG(("qnx4: is_free -> block is busy\n"));
- ret = 0;
- }
- brelse(bh);
-
- return ret;
-}
-
-int qnx4_set_bitmap(struct super_block *sb, long block, int busy)
-{
- int start = le32_to_cpu(qnx4_sb(sb)->BitMap->di_first_xtnt.xtnt_blk) - 1;
- int size = le32_to_cpu(qnx4_sb(sb)->BitMap->di_size);
- struct buffer_head *bh;
- char *g;
-
- start += block / (QNX4_BLOCK_SIZE * 8);
- QNX4DEBUG(("qnx4: set_bitmap requesting block [%lu], bitmap in block [%lu]\n",
- (unsigned long) block, (unsigned long) start));
- (void) size; /* CHECKME */
- bh = sb_bread(sb, start);
- if (bh == NULL) {
- return -EIO;
- }
- g = bh->b_data + (block % QNX4_BLOCK_SIZE);
- if (busy == 0) {
- (*g) &= ~(1 << (block % 8));
- } else {
- (*g) |= (1 << (block % 8));
- }
- mark_buffer_dirty(bh);
- brelse(bh);
-
- return 0;
-}
-
-static void qnx4_clear_inode(struct inode *inode)

```

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```
{  
    struct qnx4_inode_entry *qnx4_ino = qnx4_raw_inode(inode);
```

—

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