[BUG] Variable stopmachine_state should be volatile

Source: http://linux.derkeiler.com/Mailing−Lists/Kernel/2005−11/9600.html

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Date:   Wed, 30 Nov 2005 10:04:20 +0800
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The model to access variable stopmachine_state is that a main thread writes it and other threads read it. Its declaration has no sign volatile. In the while loop in function stopmachine, this variable is read, and compiler might optimize it by reading it once before the loop and not reading it again in the loop, so the thread might enter dead loop.

Here is the patch to fix it.

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- application/octet−stream attachment: stopmachine_state_volatile_2.6.15_rc3.patch