

Re: [PATCH 4/11] LED: Add LED Timer Trigger

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2006-01/msg11470.html>

- *From:* Richard Purdie <rpurdie@xxxxxxxx>
 - *Date:* Tue, 31 Jan 2006 17:36:56 +0000
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On Tue, 2006-01-31 at 16:01 +0100, Jan-Benedict Glaw wrote:

```
> On Tue, 2006-01-31 13:41:37 +0000, Richard Purdie <rpurdie@xxxxxxxx> wrote:
>> +static void led_timer_setdata(struct led_device *led_dev, unsigned long duty, unsigned long frequency)
>> +{
>> + struct timer_trig_data *timer_data = led_dev->trigger_data;
>> + signed long duty1;
>> +
>> + if (frequency > 500)
>> + frequency = 500;
>
> Why?
```

We're dealing with msec delays. Any frequency > 1000 will just cause problems. There was a reason for using half that but it escapes me and might be unneeded now. 500Hz/1000Hz is above the frequency the human eye can see so is unlikely to present a problem.

> ...and especially: why, without complaining?

This is the important bit. It should return an -EINVAL back to userspace.

```
>> + if (duty > 100)
>> + duty = 100;
>
> Dito.
```

Duty cycles > 100 make no sense and would break the subsequent calculation. Same problem/solution as above.

Thanks,

Richard

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Re: [PATCH 4/11] LED: Add LED Timer Trigger

Please read the FAQ at <http://www.tux.org/lkml/>

- **References:**

- ◆ **[PATCH 0/11] LED Class, Triggers and Drivers**
 - ◇ From: Richard Purdie
- ◆ **[PATCH 4/11] LED: Add LED Timer Trigger**
 - ◇ From: Richard Purdie
- ◆ **Re: [PATCH 4/11] LED: Add LED Timer Trigger**
 - ◇ From: Jan-Benedict Glaw

- Prev by Date: **Re: more cfq spinlock badness**
- Next by Date: **Re: Linux 2.6.15.2**
- Previous by thread: **Re: [PATCH 4/11] LED: Add LED Timer Trigger**
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