

Re: Correct way to format spufs file output.

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On Thursday 19 October 2006 05:30, Dwayne Grant McConnell wrote:

In a recent submission I added the `lslr` file and used `"%llx"` for the format string. You mentioned that it should probably be `"0x%llx"` so it would be clearly parsed as hex so I changed it in the next submission. But I noticed that there seems to be some inconsistent usage of `0x` as follows:

Thanks for bringing this up, I guess I screwed up in some way here, so we should fix it up one way or another:

```
signal1_type (%llu)
signal2_type (%llu)
```

These are fine, they can only ever be 1 or 0.

```
npc (%llx)
```

I think we used to access this in `_very_` old versions of `libspe`, before we move to a `syscall` based interface.

```
decr (%llx)
decr_status (%llx)
spu_tag_mask (%llx)
event_mask (%llx)
event_status (%llx)
srr0 (%llx)
```

These are used exclusively for debugging purposes, and no publically available version of `gdb` accesses them, so I guess we can still change them, although it's not nice.

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phys\_id (0x%llx)

This one is used in some forks of libspe, we should not change it.

object\_id (0x%llx)

This is used in libspe, gdb and oprofile, but only in fairly recent versions.

lsr (0x%llx)

As this is introduced by your own patch, there is no precedent for it yet.

Current kernels now also have 'cntl' (0x%08lx), which was introduced in 2.6.19 and is so far unused. I guess we should change that one to be consistent with the others as well.

Should all the %llx be changed to 0x%llx or should the 0x be dropped from those that have it or is the inconsistency acceptable?

I'd rather have it consistent. Moreover, I guess the "%llx" format is actually harmful, because that means you can not use the same format for read and write. The simple\_attr\_write function currently uses the simple\_strtol helper to interpret the value written to it, and that requires the input to be either decimal, or hexadecimal with a preceding 0x. I'd suggest we change all files to take a 0x%llx format on output.

Arnd <><

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