

[PATCH] drivers/isdn/hardware/eicon/: remove unused header files

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2007-03/msg04728.html>

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 - *Date:* Sun, 11 Mar 2007 11:46:26 +0100 (CET)
-

Hi all,

as pointed out by Robert P. J. Day, here is a patch to remove unused header files from Eicon/Dialogic ISDN driver.

Signed-off-by: Armin Schindler <armin@xxxxxxxxxx>

```
diff -Nur linux-2.6.20.1.orig/drivers/isdn/hardware/eicon/dbgioctl.h
linux-2.6.20.1/drivers/isdn/hardware/eicon/dbgioctl.h
--- linux-2.6.20.1.orig/drivers/isdn/hardware/eicon/dbgioctl.h 2007-03-10 11:21:15.000000000 +0100
+++ linux-2.6.20.1/drivers/isdn/hardware/eicon/dbgioctl.h 1970-01-01 01:00:00.000000000 +0100
@@ -1,198 +0,0 @@
-
-/*
- *
- * Copyright (c) Eicon Technology Corporation, 2000.
- *
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- * Technology Corporation's range of DIVA Server Adapters.
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- *
- */
```

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```

-/*-----*/
-/* file: dbgioctl.h */
-/*-----*/
-
-#if !defined(__DBG_IOCTL_H__)
-
-#define __DBG_IOCTL_H__
-
-#ifdef NOT_YET_NEEDED
-/*
- * The requested operation is passed in arg0 of DbgIoctlArgs,
- * additional arguments (if any) in arg1, arg2 and arg3.
- */
-
-#define struct
-#define ULONG arg0 ;
-#define ULONG arg1 ;
-#define ULONG arg2 ;
-#define ULONG arg3 ;
-#define DbgIoctlArgs ;
-
-#define DBG_COPY_LOGS 0 /* copy debugs to user until buffer full */
-/* arg1: size threshold */
-/* arg2: timeout in milliseconds */
-
-#define DBG_FLUSH_LOGS 1 /* flush pending debugs to user buffer */
-/* arg1: internal driver id */
-
-#define DBG_LIST_DRVS 2 /* return the list of registered drivers */
-
-#define DBG_GET_MASK 3 /* get current debug mask of driver */
-/* arg1: internal driver id */
-
-#define DBG_SET_MASK 4 /* set/change debug mask of driver */
-/* arg1: internal driver id */
-/* arg2: new debug mask */
-
-#define DBG_GET_BUFSIZE 5 /* get current buffer size of driver */
-/* arg1: internal driver id */
-/* arg2: new debug mask */
-
-#define DBG_SET_BUFSIZE 6 /* set new buffer size of driver */
-/* arg1: new buffer size */
-
-/*
- * common internal debug message structure
- */
-
-#define struct
-#define unsigned short id ; /* virtual driver id */
-#define unsigned short type ; /* special message type */

```

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```
- unsigned long seq ; /* sequence number of message */
- unsigned long size ; /* size of message in bytes */
- unsigned long next ; /* offset to next buffered message */
- LARGE_INTEGER NTtime ; /* 100 ns since 1.1.1601 */
- unsigned char data[4] ; /* message data */
- } OldDbgMessage ;
-
- typedef struct
- { LARGE_INTEGER NTtime ; /* 100 ns since 1.1.1601 */
- unsigned short size ; /* size of message in bytes */
- unsigned short ffff ; /* always 0xffff to indicate new msg */
- unsigned short id ; /* virtual driver id */
- unsigned short type ; /* special message type */
- unsigned long seq ; /* sequence number of message */
- unsigned char data[4] ; /* message data */
- } DbgMessage ;
-
- #endif
-
- #define DRV_ID_UNKNOWN 0x0C /* for messages via prtComp() */
-
- #define MSG_PROC_FLAG 0x80
- #define MSG_PROC_NO_GET(x) (((x) & MSG_PROC_FLAG) ? (((x) >> 4) & 7) : -1)
- #define MSG_PROC_NO_SET(x) (MSG_PROC_FLAG | (((x) & 7) << 4))
-
- #define MSG_TYPE_DRV_ID 0x0001
- #define MSG_TYPE_FLAGS 0x0002
- #define MSG_TYPE_STRING 0x0003
- #define MSG_TYPE_BINARY 0x0004
-
- #define MSG_HEAD_SIZE ((unsigned long)&(((DbgMessage *)0)->data[0]))
- #define MSG_ALIGN(len) (((unsigned long)(len) + MSG_HEAD_SIZE + 3) & ~3)
- #define MSG_SIZE(pMsg) MSG_ALIGN((pMsg)->size)
- #define MSG_NEXT(pMsg) ((DbgMessage *)(((char *) (pMsg)) + MSG_SIZE(pMsg)))
-
- #define OLD_MSG_HEAD_SIZE ((unsigned long)&(((OldDbgMessage *)0)->data[0]))
- #define OLD_MSG_ALIGN(len) (((unsigned long)(len)+OLD_MSG_HEAD_SIZE+3) & ~3)
-
- /*
- * manifest constants
- */
-
- #define MSG_FRAME_MAX_SIZE 2150 /* maximum size of B1 frame */
- #define MSG_TEXT_MAX_SIZE 1024 /* maximum size of msg text */
- #define MSG_MAX_SIZE MSG_ALIGN(MSG_FRAME_MAX_SIZE)
- #define DBG_MIN_BUFFER_SIZE 0x00008000 /* minimal total buffer size 32 KB */
- #define DBG_DEF_BUFFER_SIZE 0x00020000 /* default total buffer size 128 KB */
- #define DBG_MAX_BUFFER_SIZE 0x00400000 /* maximal total buffer size 4 MB */
-
- #define DBGDRV_NAME "Diehl_DIMAINT"
- #define UNIDBG_DRIVER L"\\Device\\Diehl_DIMAINT" /* UNICODE name for kernel */
```

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```

-#define DEBUG_DRIVER "\\\\.\\\" DBGDRV_NAME /* traditional string for apps */
-#define DBGVXD_NAME "DIMAIN"
-#define DEBUG_VXD "\\\\.\\\" DBGVXD_NAME /* traditional string for apps */
-
-/*
- * Special IDI interface debug construction
- */
-
-#define DBG_IDI_SIG_REQ (unsigned long)0xF479C402
-#define DBG_IDI_SIG_IND (unsigned long)0xF479C403
-#define DBG_IDI_NL_REQ (unsigned long)0xF479C404
-#define DBG_IDI_NL_IND (unsigned long)0xF479C405
-
-#ifdef struct
-#ifndef unsigned long magic_type ;
-#ifndef unsigned short data_len ;
-#ifndef unsigned char layer_ID ;
-#ifndef unsigned char entity_ID ;
-#ifndef unsigned char request ;
-#ifndef unsigned char ret_code ;
-#ifndef unsigned char indication ;
-#ifndef unsigned char complete ;
-#ifndef unsigned char data[4] ;
-#endif DbgIdiAct, *DbgIdiAction ;
-
-/*
- * We want to use the same IOCTL codes in Win95 and WinNT.
- * The official constructor for IOCTL codes is the CTL_CODE macro
- * from <winioctl.h> (<devioctl.h> in WinNT DDK environment).
- * The problem here is that we don't know how to get <winioctl.h>
- * working in a Win95 DDK environment!
- */
-
-#ifdef CTL_CODE /*{*/
-
-/* Assert that we have the same idea of the CTL_CODE macro. */
-
-#define CTL_CODE( DeviceType, Function, Method, Access ) ( \
- ((DeviceType) << 16) | ((Access) << 14) | ((Function) << 2) | (Method) \
-)
-
-#else /* !CTL_CODE */{*/
-
-/* Use the definitions stolen from <winioctl.h>. */
-
-#define CTL_CODE( DeviceType, Function, Method, Access ) ( \
- ((DeviceType) << 16) | ((Access) << 14) | ((Function) << 2) | (Method) \
-)
-
-#define METHOD_BUFFERED 0
-#define METHOD_IN_DIRECT 1

```

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```

-#define METHOD_OUT_DIRECT 2
-#define METHOD_NEITHER 3
-
-#define FILE_ANY_ACCESS 0
-#define FILE_READ_ACCESS ( 0x0001 ) // file & pipe
-#define FILE_WRITE_ACCESS ( 0x0002 ) // file & pipe
-
-# endif /* CTL_CODE */ /* */
-
-/*
- * Now we can define WinNT/Win95 DeviceIoControl codes.
- *
- * These codes are defined in di_defs.h too, a possible mismatch will be
- * detected when the dbgtool is compiled.
- */
-
-#define IOCTL_DRIVER_LNK \
- CTL_CODE(0x8001U,0x701,METHOD_OUT_DIRECT,FILE_ANY_ACCESS)
-#define IOCTL_DRIVER_DBG \
- CTL_CODE(0x8001U,0x702,METHOD_OUT_DIRECT,FILE_ANY_ACCESS)
-
-#endif /* __DBGIOCTL_H__ */
diff -Nur linux-2.6.20.1.orig/drivers/isdn/hardware/eicon/main_if.h
linux-2.6.20.1/drivers/isdn/hardware/eicon/main_if.h
--- linux-2.6.20.1.orig/drivers/isdn/hardware/eicon/main_if.h 2007-03-10 11:21:15.000000000 +0100
+++ linux-2.6.20.1/drivers/isdn/hardware/eicon/main_if.h 1970-01-01 01:00:00.000000000 +0100
@@ -1,50+0,0 @@
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- * along with this program; if not, write to the Free Software
- * Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
- */
-/*-----*/
-/* file: main_if.h */

```

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```
_/ *-----*/
-# ifndef MAIN_IF__H
-# define MAIN_IF__H
-
-# include "debug_if.h"
-
-void DI_lock (void) ;
-void DI_unlock (void) ;
-
-#ifdef NOT_YET_NEEDED
-void DI_nttime (LARGE_INTEGER *NTtime) ;
-void DI_ntlcltime(LARGE_INTEGER *NTtime, LARGE_INTEGER *lclNTtime) ;
-void DI_nttimefields(LARGE_INTEGER *NTtime, TIME_FIELDS *TimeFields);
-unsigned long DI_wintime(LARGE_INTEGER *NTtime) ;
-
-unsigned short DiInsertProcessorNumber (int type) ;
-void DiProcessEventLog (unsigned short id, unsigned long msgID, va_list ap);
-
-void StartIoctlTimer (void (*Handler)(void), unsigned long msec) ;
-void StopIoctlTimer (void) ;
-void UnpendIoctl (DbgRequest *pDbgReq) ;
-#endif
-
-void add_to_q(int, char* , unsigned int);
-# endif /* MAIN_IF__H */
-
-
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