

Re: kldunload DIAGNOSTIC idea...

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/arch/2004-07/0102.html>

From: Brian Fundakowski Feldman (green_at_freebsd.org)

Date: 07/21/04

Date: Wed, 21 Jul 2004 11:08:33 -0400
To: Poul-Henning Kamp <phk@phk.freebsd.dk>

On Wed, Jul 21, 2004 at 02:29:21PM +0200, Poul-Henning Kamp wrote:

> *In message <1090412431.7114.13.camel@builder02.qubesoft.com>, Doug Rabson write*
> *s:*
>
>>> *The problem is that I cannot find the device_t without dereferencing*
>>> *the struct cdev (either for si_driver[12] or the dev_t) and by then*
>>> *it is too late. There is no way we can avoid recounting on the cdev.*
>>
>> *Ok, so you are going to handle this in specs (or whatever replaces*
>> *specs)? That makes sense.*
>
> *That's the only way I can see to avoid tons of copy&paste code all over*
> *the drivers, because it's all the same for them.*
>
>> *Any ideas on how network interfaces should*
>> *work in this?*
>
> *I talked with Robert briefly about this yesterday, and the problem*
> *there is that struct ifnet is embedded in the softc. If the softc*
> *had a pointer to the ifnet, then we could do something similar, but*
> *as long as it's embedded we're stuck.*

What's the difference, when in the normal case (every case?) there is a poor-man's-OO implemented by making the softc's first member ifnet (or something containing ifnet like arpcom or ieee80211com), so a pointer to an ifnet or softc or whatever is almost always castable? I believe that this is a very traditional behavior.

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Brian Fundakowski Feldman
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Opinions expressed are my own.

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