

Re: mmap() vs. character special file

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2006-06/msg00233.html>

- *From:* Dmitry Pryanishnikov <dmitry@xxxxxxxxxxxxxx>
 - *Date:* Sun, 25 Jun 2006 01:53:56 +0300 (EEST)
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Hello!

On Sat, 24 Jun 2006, Stanislav Sedov wrote:

I'm curious about mmap(ing) devices (particularly, HDD slices). The manpage mentions character special files only once:

You cannot mmap ata devices (as well as scsi ones), since mmap functions was not implemented. Actually, only few devices have such support (e.g. drm, bktr).

mmap requires device to return pointer to contiguous memory range – drm, for example, returns pointer to physical memory of the graphical adapter.

Implementing mmap for disk devices involves complicated VM interactions, since you cannot simply return pointer to "physical" memory. Actually, implementing mmap, IMHO, doesn't worth efforts to do this.

Thank you for the clarification. Actually I won't say that I can't live w/o mmap() support for disks ;) I consider mmap() to be handy when process should modify several bytes of the disk contents and write them back (e.g., disklabel edition). Of course, those tasks are very specific, so implementing mmap() just for them is an overkill.

Stanislav Sedov MBSD labs, Inc. <ssedov@xxxxxxxxxxxx>
>AA8O, >A:20 <http://mbsd.msk.ru>

Sincerely, Dmitry

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