

```

625  */
626  static void __do_notify(struct mqueue_inode_info *info)
627  {
628      /* notification
629       * invoked when there is a process waiting for a message and there isn't process
630       * waiting synchronously. Message AND state of queue changed from
631       * empty to not empty. We are sure that no one is waiting
632       * synchronously. */
633      if (info->notify_waiters) {
634          info->attr.mqueue_flags |= 1) {
635              struct siginfo sig_i;
636              switch (info->notify.sigev_notify) {
637                  case SIGEV_NONE:
638                      /* nothing to do */
639                      break;
640                  case SIGEV_SIGNAL:
641                      /* send signal */
642                      sig_i.si_signo = info->notify.sigev_signo;
643                      sig_i.si_errno = 0;
644                      sig_i.si_code = SIG_DFL;
645                      sig_i.si_value = info->notify.sigev_value;
646                      /* map current uid into info->owner's namespaces */
647                      rcu_read_lock();
648                      sig_i.si_pid = current->pid, nr_ns(current,
649                      /* map current uid into info->owner's namespaces */
650                      sig_i.si_uid = from_uid(info->owner->uid, current_uid());
651                      rcu_read_unlock();

```

Connect your ESP32