
Source Code Browsing

Tuesday, December 27, 2016 10:30 AM

How the Buf-mon callback works in OpenSwitch.

```
static void *  
bufmon_stats_thread(void *arg OVS_UNUSED)  
    OVS_EXCLUDED(bufmon_mutex)  
{  
    int trigger_reports_count = 0;  
    int trigger_rate_limit;  
    static bool trigger_disabled = false;  
    uint64_t cur_seqno = seq_read(bufmon_trigger_seq_get());
```

**Seq_no gets incremented when the callback is triggered by the HW-ASIC.
Based on this Seq_no, switchd will react.**