

**NAME**

**device\_get\_state**, **device\_busy**, **device\_unbusy**, **device\_is\_alive**, **device\_is\_attached** - manipulate device state

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/bus.h>
```

```
device_state_t
```

```
device_get_state(device_t dev);
```

```
void
```

```
device_busy(device_t dev);
```

```
void
```

```
device_unbusy(device_t dev);
```

```
int
```

```
device_is_alive(device_t dev);
```

```
int
```

```
device_is_attached(device_t dev);
```

**DESCRIPTION**

The current state of a device is accessed by calling **device\_get\_state()** which returns DS\_NOTPRESENT, DS\_ALIVE, DS\_ATTACHED or DS\_BUSY (described in [device\(9\)](#)). To test see if a device was successfully probed, call **device\_is\_alive()** which simply returns if the state is greater or equal to DS\_ALIVE. To test see if a device was successfully attached, call **device\_is\_attached()** which simply returns if the state is greater or equal to DS\_ATTACHED.

Each device has a busy count which is incremented when **device\_busy()** is called and decremented when **device\_unbusy()** is called. Both routines return an error if the device state is less than DS\_ATTACHED.

When **device\_busy()** is called on a device in the DS\_ATTACHED state, the device changes to the DS\_BUSY state. When **device\_unbusy()** is called and after decrementing, the busy count for the device is zero, the device changes to the DS\_ATTACHED state.

**SEE ALSO**

[device\(9\)](#)

**AUTHORS**

This manual page was written by Doug Rabson.