

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.