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.