

glxiic_state_idle_callback

glxiic_state_slave
_rx_callback

glxiic_state_slave
_tx_callback

glxiic_handle_slave
_match_locked

```
graph LR; A[glxiic_state_idle_callback] --> D[glxiic_handle_slave_match_locked]; B[glxiic_state_slave_rx_callback] --> D; C[glxiic_state_slave_tx_callback] --> D;
```

The diagram illustrates a central function, `glxiic_handle_slave_match_locked`, which is highlighted in a grey box. Three other functions, `glxiic_state_idle_callback`, `glxiic_state_slave_rx_callback`, and `glxiic_state_slave_tx_callback`, are shown in white boxes with black borders. Blue arrows point from each of these three functions to the central function, indicating that they all call or interact with `glxiic_handle_slave_match_locked`.