

glxsb_dma_alloc

```
graph LR; A[glxsb_dma_alloc] --> B[glxsb_dmamap_cb]
```

The diagram consists of two rectangular boxes. The left box is shaded gray and contains the text 'glxsb_dma_alloc'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'glxsb_dmamap_cb'.

glxsb_dmamap_cb