

usb_set_device_state

```
graph LR; A[usb_set_device_state] --> B[usb_statestr]
```

A diagram showing a function call. On the left, a gray rectangular box contains the text 'usb_set_device_state'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text 'usb_statestr'.

usb_statestr