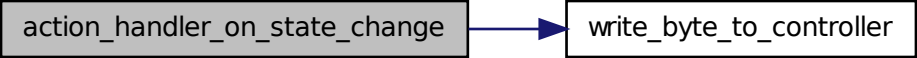


action_handler_on_state_change



```
graph LR; A[action_handler_on_state_change] --> B[write_byte_to_controller]
```

A diagram showing a call from the function `action_handler_on_state_change` to the function `write_byte_to_controller`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

write_byte_to_controller