

```
    if (*value < min) {
        /* Auto correct the invalid value to minimum value */
        *value = min;
        dev->info_msg |= BME680_I_MIN_CORRECTION;
    }
    /* Check if value is above maximum value */
    if (*value > max) {
        /* Auto correct the invalid value to maximum value */
        *value = max;
        dev->info_msg |= BME680_I_MAX_CORRECTION;
    }
} else {
    rslt = BME680_E_NULL_PTR;
}

return rslt;
}

/*!
 * @brief This internal API is used to validate the device structure pointer for
 * null conditions.
 */
static int8_t null_ptr_check(const struct bme680_dev *dev)
{
    int8_t rslt;

    if ((dev == NULL) || (dev->read == NULL) || (dev->write == NULL) || (dev->delay_ms == NULL)) {
        /* Device structure pointer is not valid */
        rslt = BME680_E_NULL_PTR;
    } else {
        /* Device structure is fine */
        rslt = BME680_OK;
    }

    return rslt;
}
```