```
        ...
12(201): typedef struct {
            ...
18(296):     uint8_t direction;
19(319):     uint8_t polarity;
20(341):     uint8_t status;
            ...
24(430): } MAX7310State;
25(446):
26(447): void max7310_reset(i2c_slave *i2c)
27(482): {
28(484):     MAX7310State *s = (MAX7310State *) i2c;
            ...
30(558):     s->direction = 0xff;    (1)
31(583):     s->polarity = 0xf0;    (2)
32(607):     s->status = 0xff;    (3)
            ...
34(652): }
```