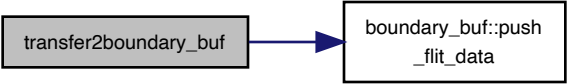


transfer2boundary_buf



```
graph LR; A[transfer2boundary_buf] --> B[boundary_buf::push<br/>_flit_data]
```

boundary_buf::push
_flit_data