


keyboard_read_out_buff



```
graph LR; A[keyboard_read_out_buff] --> B[util_sys_inb];
```

A diagram showing a pointer relationship. On the left, a gray rectangular box with a black border contains the text 'keyboard_read_out_buff'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text 'util_sys_inb'.

util_sys_inb