

srsran::detail::byte  
\_buffer\_segment

+ byte\_buffer\_segment()  
+ byte\_buffer\_segment()  
+ capacity()  
+ empty()  
+ headroom()  
+ length()  
+ tailroom()  
+ back()  
+ back()  
+ data()  
and 17 more...



srsran::detail::byte  
\_buffer\_segment\_list  
::node\_t

+ next

+ byte\_buffer\_segment()  
+ byte\_buffer\_segment()