

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()