

leveldb::PutVarint64



```
graph LR; A[leveldb::PutVarint64] --> B[leveldb::EncodeVarint64]
```

A diagram showing a call from `leveldb::PutVarint64` to `leveldb::EncodeVarint64`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

leveldb::EncodeVarint64