

ByteBuffer::reserve



```
graph LR; A[ByteBuffer::reserve] --> B[ByteBuffer::maximum_length]
```

A diagram showing a call from `ByteBuffer::reserve` to `ByteBuffer::maximum_length`. The `ByteBuffer::reserve` box is shaded gray, while the `ByteBuffer::maximum_length` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

ByteBuffer::maximum
_length